STOP PRESS !!

JUNIOR wins the World Computer Chess Championship
HIARCS and SHREDDER come 2nd

HIARCS wins the World Computer Chess Software (equal hardware) Championship JUNIOR is 2nd

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Eric and his wife Chris wish all Selective Search subscribers and readers
A VERY HAPPY CHRISTMAS with our best wishes to you for a GREAT YEAR in 2012

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. Send Cheque, Cash or use PayPal from my website!
FOREIGN PAYMENTS: CHEQUES must be in POUNDS STERLING. If you send CASH it should be registered, best to use PayPal.
ARTICLES, REVIEWS, or GAMES sent in by Readers, Distributors, and Programmers etc. are always welcome.
“Let’s Check” is the revolutionary new feature of Fritz 13. With it Fritz 13 users can join a worldwide community that will put together a giant knowledge base for chess. Whenever you analyse a position to any meaningful depth with any engine Fritz 13 will, if you allow it, send the main line and evaluation to a central server, to be shared by all participating users. Soon you will be able to find deep analysis to almost every position you look at – instantly, pre-generated by the finest engines in the world, running on the most powerful machines available. Gone are the days where you would have to wait for your computer to reach substantial depth in order to make sure you are not falling into a trap. You will even be able to see the analysis of different chess engines and compare their results – all without a second of waiting time.

Discover a position! It does not matter whether you are a beginner, a club player or a Super-GM. If you use a powerful engine to analyse a previously unknown position with the Let's Check function switched on, you will be automatically registered as the “discoverer” of that position.

Conquer chess positions! Let's Check keeps updating the evaluations to any given position with newer, deeper analysis as this becomes available. Using powerful machines and the latest engines allows you to “conquer” positions, with your name attached to the newest, deepest analysis. You can also add comments to your analysis, which other users will see when they encounter the position.

Even if you are not an openings expert you can become one using Let’s Check. The entire body of openings theory is built into the system, and Let’s Check provides you instantly with the statistics of any position in the opening: how often did it occur, which moves were played, with what success. The openings book (LiveBook) is updated on a weekly basis and will show you which variations are currently topical and how good they are. It will also reveal which lines are being analysed and debated in the international community, and with what conclusions.

Other new features in Fritz 13:
- Enhanced database management
- Improved user interface in Windows
- New and more powerful Fritz 13 engine, especially tuned for deep analysis.
- Updated database and opening book.

ORDER NOW FOR JUST £40 (including free delivery to all UK customers) RRP £44.95

To order call 01353 740 323 or 020 7288 1305 or order online - www.chess.co.uk/shop
Welcome to another issue of Selective Search... no. 157. 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, and also you can make sure it’s been updated after you’ve made a renewal payment!

*I cannot* take credit card renewals now, but I have organised a PayPal account for myself (erichallsworth@gmail.com). You can access it at my [website](http://www.elchess.demon.co.uk) and renew your sub. quite easily.

**Selective Search**

I APOLOGISE that this issue is so late, but I felt it was important to hang on for the WORLD COMPUTER CHESS CHAMPIONSHIPS (WCCC + WCSC) to take place and give you the results. These will be on page 34. As I write these notes I know that Junior won the World Title with Hiarc and Shredder 2=, and in the World Software Championship Hiarc was leading with 2 rounds to go, ½ a point ahead of Junior.

A SINCERE THANKS to everyone who has taken the opportunity to re-subscribe using PayPal! I set this up because I don't have access to a credit card facility since my retirement, but PayPal seems to work well, so thank you!

**Pay Your Subscription**

For the moment all subscriptions can be paid in the following ways...

- by cheque!
- or you can send cash through the post but you must register it, or do whatever alternative your country requires for sending cash if you are not in the UK. I know that cheques can be quite difficult for my readers abroad as you have to add an amount of around £10 to include the Bank charges in the UK which apply to foreign cheques even when made out in £ sterling!
- by PayPal. If you have a PayPal account you can use it to send your subscription to [erichallsworth@gmail.com](mailto:erichallsworth@gmail.com) or, even easier, go to my website [www.elchess.demon.co.uk](http://www.elchess.demon.co.uk) and click on Pay Subscription by PayPal in a central box near the top, read the instructions there and then click on the 'Donate' button!

**Chess: News Section**

**LEIDEN - THE 30TH DUTCH OPEN Oct. 2011**

I MENTIONED in our last issue my concern for the Leiden Tournament and the fact that the entry list was noticeably small and, in particular lacking in top engines. This followed the ICGA ban on Rybka which the CSVN decided not to abide by! Thus there was a backlash from all the programmers who had made the original complaint, and they simply refused to enter.

As it happened Rybka itself didn't enter either after all that, and other engines that fill the top places on rating lists such as the IPON list don't enter any tournaments like this or the World Championship, presumably because they are clones of (take any 1, 2 o3 from) Crafty, Fruit, Rybka, Ippolit, Ivanhoe, Fire, Houdini etc... some of which are probably at least in part clones themselves!

So the result looks, I guess, a little strange for the famous Dutch Open:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Pandix</td>
<td>7</td>
</tr>
<tr>
<td>2</td>
<td>Spark</td>
<td>5½</td>
</tr>
<tr>
<td>3</td>
<td>Pro Deo</td>
<td>5</td>
</tr>
<tr>
<td>4</td>
<td>The King</td>
<td>3½</td>
</tr>
<tr>
<td>5</td>
<td>Spartacus</td>
<td>3</td>
</tr>
<tr>
<td>6</td>
<td>Arminius</td>
<td>2½</td>
</tr>
<tr>
<td>7</td>
<td>Kallisto</td>
<td>1½</td>
</tr>
<tr>
<td>8</td>
<td>Gadget</td>
<td>0</td>
</tr>
</tbody>
</table>

Congratulations to Pandix, scoring 7/7 in any tournament takes some doing, there are so many carefully prepared books helping
weaker engines get into drawish positions, and such fast PCs that it's not so easy to catch your opponents out any more, certainly not in 7 consecutive games!

THE LONDON CHESS CLASSIC

THIS BRILLIANT and now, it seems, annual event takes place again this year at the Olympia Conference Centre in Kensington, London, from 3rd-12th December.

Viktor Korchnoi will again be present as a guest of honour, there are very many special events, especially for schools and younger players - and by inviting an extra GM this year the LCC has introduced the brilliant idea that each GM will have a 'day off' in which he will become a part of the commentary team for the other games!

The players for the main event, with their latest ratings, are: Magnus Carlsen 2826, Vishy Anand 2811, Levon Aronian 2802, Vladimir Kramnik 2800, Hikaru Nakamura 2758, Michael Adams 2734, Nigel Short 2698, Luke McShane 2671, and David Howell 2633.

CARL BICKNELL

CARL HAS been playing Hiarc13.3 on his iPhone against Chessmaster Gmed1000 on a 3.6GHz quad Core i7.

Previously Hiarc12.4 on his iPhone had lost 7-3, but now Hiarc13.3 has won by an amazing 6-4!

He wonders how well it could do in the London Chess Classic!??

THE XVTH CHESS WAR SUPER TOURNAMENT

I ONLY became aware of this Tournament after 32 rounds had been played. These tournaments are run by Graham Banks and this time it involved 12 engines in a 4 x All-Play-All (so 44 games each in total) at 40 moves in 25mins played on an i5 750 PC. The engines were played in 32-bit and SP mode.

When I joined the scores were:

23½ Houdini2.0
22½ Critter1.2
19 Rybka4.1
18½ Stockfish2.1.1
16 Spike1.4 Leiden
16 Komodo3
15½ Naum4.2
15½ Shredder12
14 Sieng 2010
12 Chiron1.0
11 Hiarc13.2
8½ Junior12.5

Not much changed over the next few rounds except that Shredder started to climb the table a little, but at round 38 Houdini was 2pts clear of Critter, and Rybka was now 4pts behind Critter, so the winner would come from the leading pair.

SUPER TOURNAMENT XV - FINAL STANDINGS

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/44</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Houdini 2</td>
<td>33½</td>
</tr>
<tr>
<td>2</td>
<td>Critter 1.2</td>
<td>31½</td>
</tr>
<tr>
<td>3</td>
<td>Rybka 4.1</td>
<td>26</td>
</tr>
<tr>
<td>4</td>
<td>Stockfish 2.1.1</td>
<td>24½</td>
</tr>
<tr>
<td>5</td>
<td>Komodo 3</td>
<td>22</td>
</tr>
<tr>
<td>6</td>
<td>Shredder 12</td>
<td>20½</td>
</tr>
<tr>
<td>7</td>
<td>Spike 1.4 Leiden</td>
<td>20</td>
</tr>
<tr>
<td>8=</td>
<td>Naum 4.2</td>
<td>19½</td>
</tr>
<tr>
<td></td>
<td>Sieng 2010</td>
<td>19½</td>
</tr>
<tr>
<td>10</td>
<td>Chiron 1.0</td>
<td>18</td>
</tr>
<tr>
<td>11</td>
<td>Hiarc 13.2</td>
<td>15½</td>
</tr>
<tr>
<td>12</td>
<td>Junior 12.5</td>
<td>13½</td>
</tr>
</tbody>
</table>
FRANK HOLT

FRANK SHARED with us recently the problems he'd been having with his Quad PC, but that a good clean-up had rescued it!

Not so unfortunately. A few weeks later it started crashing again, so got returned to Novatech, the retailer. Their further efforts failed to solve it, so they returned it to the manufacturer ('Clevo'?!). They 'sorted it out' but back at Novatech they found it still kept shutting down - and not due to over-heating playing chess this time, so it's back with the manufacturer for a new processor and RAM!

Frank is playing chess on his slower Duals but managed to send the following result:

ENGINE TOURNY - FRANK HOLT. DUAL 1.87GHZ

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Houdini 1.5</td>
<td>10½</td>
</tr>
<tr>
<td>2</td>
<td>Houdini 1.5A</td>
<td>9½</td>
</tr>
<tr>
<td>3</td>
<td>Rybka 3 Human</td>
<td>6½</td>
</tr>
<tr>
<td>4</td>
<td>Hiarcs 12</td>
<td>5½</td>
</tr>
<tr>
<td>5</td>
<td>Critter 1.2</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>Rybka 4b</td>
<td>4½</td>
</tr>
<tr>
<td>7</td>
<td>Zap Zanzibar</td>
<td>½</td>
</tr>
</tbody>
</table>

That's a very disappointing performance from Zap Zanzibar, but it tells you how far the engines have come in the last 3 or 4 years, though the Hiarcs 12 result slightly contradicts that comment with an excellent effort in a tournament that sees Rybka 4 in a surprisingly low placing!

THE 2011 ANNUAL ACCA INTERNET WORLD COMPUTER RAPID CHAMPS

THIS WAS the 5th running of this Internet Event, but there were no really big names entered, although readers will know of some of them from Chris Goulden's articles.

The top scorers are shown at the top of the next column:

Pandix won a play-off against Chess Thinker, so wins 2 Tournaments in our NEWS section! Although there were no Rating List table-toppers playing, it is clearly quite strong as we see that Sjeng came further down the list and was on an 80-core Cluster while most others were i7 or even i5 processors.

Chiron is a newly available commercial program, and is probably also quite strong, so in our next issue I will try and have a look at a couple of games involving Pandix and Chiron.

The Baron's score was probably a disappointment, it usually does well even amongst top company but, of course, in a 10 round Event a bit of good luck or bad luck can play a big part.

NEW ENGINES

CHRISTMAS IS normally the time when you'd expect quite a few new engines to emerge as the Software people look for good ways to extract some money from us.

However this year it looks to be a bit quieter than usual. Here's the ones I know about:

CHIRON I've mentioned above. It is a UCI engine and you can pay for it and download it at...

* www.chironchess.com
FRITZ 13 was announced in our last issue, and is advertised on our Inside Front Cover. This is a ChessBase engine and so far it is SP only, an MP version is expected in April 2012.

How much better is it than Fritz 12? The IPON rating list helps us here as they test engines using SP mode only, whether or not they are MP capable. They show Fritz13 as being 40 Elo stronger than Deep Fritz12, and 74 Elo above Fritz12. It was always known that the Deep version of Fritz12 also contained engine strength improvements in addition to the addition of MP mode capability, and the IPON ratings confirm this.

HOUDINI 2 by CONVEKTA. I referred to this in issue 156 when it became available from programmer Robert Houdart’s own website...

- www.cruxis.com/chess

The Houdini 2 Aquarium version from Convekta is £44.99 and the Pro version is £89.99, which is worth having for high-end hardware and enables use of up to 32-cores and bigger hash tables.

It might be worth thinking about buying Houdini 2 in the Chess Assistant Professional package - that way you get the Pro version of Houdini 2 together with the Pro version of the Chess Assistant advanced database with its fast searching, advanced analysis functions, 5 million game database, automatic weekly updates via Internet connection, and a Chess Openings Encyclopaedia 2011. All this for £99.95, so only £10 more than Houdini 2 Pro on its own, looks like very good value!

The Aquarium gui gives one or two slightly different analysis features than the engine does in a ChessBase gui, but there are still some question marks over how much better it is than the 1.5a version.

One advert says that it leads all computer rating lists, but that is not quite true. That's partly because some lists won't include it because they believe it to be a clone of the Ippolit engines which they believe to be cloned from Rybka which they believe to be a clone of Fruit.

But a couple of lists still have Houdini 1.5b a few Elo above the standard Houdini 2.0, although the majority do have the new version a few Elo ahead. My own tests suggest the Pro version is perhaps 25 or 30 Elo stronger than 1.5a.

Here, interestingly, is a position Houdini2 made a mess of though, if you try it out on other engines you'll find Houdini isn't the only one!

It is White to play and, while the game could still be drawn, White clearly has the best of it, should play for a win, a could win! But Houdini on pretty fast hardware played 60.Re5?? with a +385 evaluation. Interestingly Rybka would play 60.Bd5, as would Junior, and Hiarcs 60.Rg6. Rybka and Hiarcs think White will win, Junior’s eval is not so convincing but confirms that White still has good chances. However some other engines make Houdini’s mistake!

What now? Well definitely it has to be 60...Rxe5. Rybka and Junior show this instantly as 0.00, which is correct - it's all about the queening square of the White pawn and the square colour of its bishop! See what your engines think, but note that they don't all make the exchange, which knocks the confidence a bit!? On my dual PC Houdini wouldn’t exchange, but it did on my quad.

Now of course it’s 61.Kxe5, but only Junior shows 0.00, Rybka goes back to a big + evaluation for White, the same as Houdini and others. The next few moves were 61...Kg7 62.Kf5 Kf8 (Junior and Rybka show 0.00), 63.Kf6 (Again, as White, Junior alone has 0.00, Rybka has +4.77??). It was move 107 in the actual game when finally the Houdini eval dropped from >300 to 0.00??

Thanks to Peter Grayson for sending me this Internet game.
Dear Eric

Many thanks for your excellent presentation of my SS156 contribution. I'm sending on for SS157 that I hope will make its way to your pages. But finally the time has come for me to retire! If ideas crop up I may send them to you, but I have to give up being a regular SelSearch writer.

With best wishes for more great issues.

Eric: Of course that was disappointing, to say the least, for me - and I know for many of my readers.

Bill's contributions over the years have been nothing less than excellent, bending our minds and showing beyond argument that even our top PC engines on the fastest of hardware aren't always everything they are cracked up to be!

Very many thanks Bill for all of your efforts, I seriously hope that 'ideas will continue to crop up'!

Here was Bill's Time for Adjudication for our last issue.

Bill: It looks as though using that word 'adjudication' is getting a bit tricky. Those old team captains and chess masters didn't just have to be able to find the best move in an unfinished game, they had to say whether it led to a loss, draw or win. Now we have programs like Houdini and Critter which can find the move that wins, but need to play a few more moves before they show the win as definite. So, 'Now To Find The Best Move!' begins to look like a better title.

Well, how did they do on that position I showed in Selective Search 156?

Black to Move

If we just do number counting we will decide that 1...Bxf4 is the way to go. Queen versus Rook must be a win. But this is one of those positions where humans would not do that because the tactical advantage is ruled out by statics.

After 1...Bxf4 2.Rd8 the Black queen is permanently trapped and the game is drawn.

Our human player would of course go 1...Qb8 and, with queen and bishop free to roam the board, those White rooks are not going to be able to save the game.

But can the modern programs calculate so deeply that, even without the ability to handle statics, they can see that 1...Bxf4 is not the way to go.

I got an interesting contribution from Peter Grayson:

I had a look at the Bill Reid position SS156 over a pot of tea after I returned from work yesterday and agree with the comment that it was fairly easy to visualise the queen being trapped when White's rook got to d8 and then c8. Being on a White square the Black bishop cannot force the rook away and Black's king cannot approach because of the c6 pawn protecting d7.

From the human perspective there are only two moves to check but I did not expect any engine to get this because of the weight of the material gain of the rook after Bxf4. Then unless an engine has specific knowledge to identify the trapped queen scenario it would have to look ahead 100 ply to see the
50 move rule and even then some engines may rely on the GUI. And so it was that none of the engines I used were able to find it, with the evaluation after Bxf4 ranging from -5.3 from Zappa Mexico II to -8.9 from Stockfish 2.1.1. I do not have all the latest commercial engines so I probably don't have the engine that you found discarded Bxf4.

As far as this being the way forward for humans against computer engines I suspect these positions arise few and far between. I think the divergence between man and machine has already occurred, similar to man racing a car. For some time cars have outpaced man but it does not stop men racing each other in a car. Similarly man versus machine chess will likely only have one outcome but man + machine versus man + machine chess balances it out.

Eric: Of course I had told you that I found an engine that did not play 1...Bxf4. Like Peter I had anticipated it would be difficult for them to get past those big material evaluations, so I left them on for longer than usual and Junior 12.5 changed to 1...Qb8 after 24 minutes!

Bill: However, as I said in SS156, producing positions like that 'does get a bit repetitious'. What we need is some research that can show HOW humans can use ideas like 'statics' and 'talking with the pieces' to engineer wins against the programs (and if that COULD be done, it would raise some interesting complications for Elo ratings!). Not something that I'm able to tackle.

Looking back at old copies of SelSearch I see that, in the October issue in 2002, I said 'I'm getting old and these new programs are too good for me'. But somehow I kept going. And then in SS121 (2005-6) my contribution was headed 'Is it Time to Retire?'. And again I came back with more challenges for the engines. This, however, does look like the time to take a back seat and just enjoy what Eric's other contributors come up with.

But let's just see how the programs have improved?! All but one failed completely on this position that I showed in SS127.

It's one of those that the team captains had to decide on when time was called - otherwise one of them would have to fork out five shillings plus postage to get a local master to make the judgement - and nowadays the postage would cost more than the five shillings! THEY had no problem agreeing that it had to be a draw. It does look as though Qxh8 wins, and that's what all the programs except Deep Fritz 10 went for in the report Eric did in SS128. But in fact Qxh8 loses! Surely our latest programs won't make such a mistake?

Finally my very best thanks and good wishes to Eric for the fine editorial work he does on SelSearch. I don't think any other editor would have kept me going for so long!

Eric: I had a look to see what engines we tested for SS128.

- **Shredder10**: 1.Qxh8? c5 2.Kf2. +1.66
- **Rybka2.1**: 1.Qxh8? c5 2.Kf2. +1.30
- **Rybka2.2**: 1.Qxh8? c5 2.Kf2. +1.46
- **Hiarcs11**: 1.Qxh8? c5 2.Kf2. +1.69
- **Junior10.1**: 1.Qxh8? c5 2.Kf2. +2.46
- **LoopMP12.32**: 1.Qxh8? c5 2.Kf2. +1.88
- **Fritz9**: 1.Qxh8? c5 2.Kf2. +1.98

There's a tricky reply to 2.Kf2 which Black must find to win!

- **Fritz10**: 1.c5? Bg7 2.Qxe3. +1.33

We concluded at the time that 1.c5 would draw but not win (at least it won't lose!). And we also believed the immediate 1.Qxe3 would draw. Perhaps readers would like to check these out with our hopefully much improved engines on even faster hardware.
The 23rd. Gebruikers Tournament
by Rob van Son and Eric Hallsworth

Already we have reached the 23rd edition of the Gebruikers tournament! This time there were nine computer chess enthusiasts who came away to Leiden with ten chess computers. Fortunately, the interest in user Tournament is fairly constant and the atmosphere does not change!

We opted for a five round tournament with one hour maximum playing time, but with a new idea using 15 secs per move as the computer setting and, to save using clocks, we stopped the game at the hour. There was provision for arbitration by Ries van Leeuwen if a game was still undecided, but in practice no arbitration was required, all games played to the end and were already completed after 50 minutes.

For the 23rd. Gebruikers we were only allowed to play with computers with an Elo below 2100 according to the Wiki list.

The participants were:

Hein Veldhuis with the Saitek Renaissance Brute Force, the Frans Morsch program that played solid chess with good handling of material in its time. Look at the parties!

Hans van Mierlo had come with the Novag Emerald Classic and the Fidelity Mach III in its lovely wood Avant Garde board. The Emerald plays enterprising chess and the Mach III is very solid.

Peter Schimmelpennink played on the Mephisto Milano. This computer, programmed by Ed Schroder, plays quite changeably, sometimes surprises, sometimes quietly.

Rob van Son brought his Sphinx Galaxy 4.2, a version where some earlier bugs have been removed, so now it is a sound program of French Morsch.

Theo Heukels had his Mephisto Master again, a program of French Morsch which is on a fast processor and strong. Unfortunately Theo started with an incorrect setting, allowing two games to be virtually given away.

Ruud Martin came with the emulated Mephisto MM V in his Revelation board and running at 18MHz. Unfortunately this has not been a great success. Many games saw material and chances given away in the endgame.
Luuk Hofman's old Mephisto Rebell 5.0 by Ed Schroder played.

Henk Weersel came with a by Dave Kittinger, the Novag Obsidian.

The day again passed too quickly. But everyone likes it so well and, once again, there were several nice games and the usual surprises.

So on with the games with Eric's analysis.

There were 2 good games in the very first round:

**Sphinx Galaxy CXG - Mephisto Milano**

Round 1. A29: English Openings, Four Knight's Variation

1.e4 e5 2.Øc3 Øf6 3.g3 d5 4.cxd5 Øxd5
5.Øg2 Øb6 6.Øf3 Øc6 7.d3 Øe7 8.Ød2 Øe6
9.0-0 0-0 10.Øc1 f5 11.Øc2 I expect our dedicated friends were out of the Books by now, but for the record 11.Øe3 is usually played here, then 11...Øh8 12.Ød2 is probably best 11...Ød7 12.Øg5 Ød4
13.Ød1

13...Øc5?! Very bold, better seems to be
[13...Øxg5 14.Øxg5 f4— 14.Øxe6 Øxe6
15.Øe1 Ød4 16.f4 I think 16.a4! threatening a5 would have maintained a definite advantage for White 16...exf4 17.Øxf4 g5 18.Øc5
Øe6 19.Øc7! Øae8 20.Øxb6 Øxb6 21.Ød5!
Ød6 22.e3 Øe6 23.Øa4 a6 24.Øb3 Ød8

The Sphinx has a good position here. Though Black has more space the Galaxy's pawn structure is better and the Ø is strong
on its d5 outpost 25.\textit{\texttt{exb7??}} The pawn is heavily poisoned! 25.\textit{\texttt{xf1}} b5 26.\textit{\texttt{c2}} threatening to double rooks on the f-file would give the Milano plenty to think about 25...\textit{\texttt{exb8!}} The queen has nowhere to run to 26.\textit{\texttt{f7}} If 26.\textit{\texttt{xf6+ xf6}} and the queen escapes with 27.\textit{\texttt{xd5 bd8}} 28.\textit{\texttt{b3}} but at the cost of the knight, and now 28...\textit{\texttt{xe8}} leaves Black well on its way to the win 26...\textit{\texttt{f7}} 27.\textit{\texttt{xf7+ c7}} wouldn't have worked: 27...\textit{\texttt{xc7}} followed by \textit{\texttt{a5}} still wins the queen for rook exchange, and now with the knight off the board as well 27...\textit{\texttt{xf1}} 28.\textit{\texttt{xf1}} \textit{\texttt{xb2}} 29.\textit{\texttt{xf5+ e8}} 30.\textit{\texttt{d4}} \textit{\texttt{d2}} 31.\textit{\texttt{e4}} \textit{\texttt{a2}} 32.\textit{\texttt{e3}} \textit{\texttt{b2}} 33.\textit{\texttt{d5 c7}} 34.\textit{\texttt{e4}} \textit{\texttt{h6}} 35.\textit{\texttt{f7+ g7}} 36.\textit{\texttt{xc5??}}

36.\textit{\texttt{f2}} was more stubborn, but 36...\textit{\texttt{e7+}} 36...\textit{\texttt{e7}} 37.\textit{\texttt{h4 xe4}} 38.\textit{\texttt{xf1 xe3+}}

39.\textit{\texttt{h1 hxg3}} This is mate in 6: 40.\textit{\texttt{xe5+ xe5}} 41.\textit{\texttt{e4 g2+}} 42.\textit{\texttt{g1}} \textit{\texttt{xf1}} \textit{\texttt{g1}}

43.\textit{\texttt{xf1}} \textit{\texttt{xf1+}} 44.\textit{\texttt{e2}} \textit{\texttt{xf2#}} 0-1

\textit{\texttt{xe3}} To avoid the exchange would mean 23...c5 24.\textit{\texttt{a5 a6}} 25.\textit{\texttt{bxc5 dxc5}} 26.\textit{\texttt{xc5}} leaving White a pawn ahead 24.\textit{\texttt{fxe3 a6}}

25.\textit{\texttt{b5!!}} \textit{\texttt{xb5}} If 25...c5 26.\textit{\texttt{bxa6}}. And not 25...\textit{\texttt{axb5??}} which loses a rook of course 26.\textit{\texttt{cxb5 ec8}} 27.\textit{\texttt{bxaxa6 bxaxa6}} 28.\textit{\texttt{c4 eb8}}

29.\textit{\texttt{xa6 eb2}} 30.\textit{\texttt{xa2 ec3}} 31.\textit{\texttt{xc3 ec3}} 32.\textit{\texttt{h3 ec8}} 33.\textit{\texttt{a2}}

\textit{\texttt{Saitek Centurion - Novag Obsidian}}

Round 1. C42: Petroff Defence

1.e4 c5 2.\textit{\texttt{d4}} \textit{\texttt{d5}} 3.\textit{\texttt{c3}} \textit{\texttt{f6}} 4.\textit{\texttt{c4}} \textit{\texttt{c6}} 4.d3 \textit{\texttt{b4}}

5.\textit{\texttt{f3}} d6 6.0-0 \textit{\texttt{xe3}} 7.\textit{\texttt{bxc3}} 0-0 8.\textit{\texttt{g5}} This isn't a particularly well known line and Black's next is pretty rare, you usually see 8...\textit{\texttt{he6}} or \textit{\texttt{h6}}. But the Obsidian was out of its Book by now of course. Mainline theory plays \textit{\texttt{a5}} at move 4! 8...\textit{\texttt{a5}} 9.\textit{\texttt{d5}} \textit{\texttt{h6}}

10.\textit{\texttt{h4 c6}} 11.\textit{\texttt{b3 b3}} 12.\textit{\texttt{ab3}} \textit{\texttt{b8}} 13.\textit{\texttt{c4}}

14.\textit{\texttt{c3 e6}} 15.\textit{\texttt{e1 e7}} 16.\textit{\texttt{e2 c7}}

17.\textit{\texttt{e2 d8}} 18.\textit{\texttt{e1 a1}} 19.\textit{\texttt{xf3 b6}}

20.\textit{\texttt{b4 d7}} 21.\textit{\texttt{g3 f8}} 22.\textit{\texttt{e2}}

The play has been of high quality and hard to fault in any way so far. Now however the Obsidian misses the fact that it's a--pawn is in danger! 22...\textit{\texttt{g6??}} 22...\textit{\texttt{a6=}} 23.\textit{\texttt{xe3!}}
38...\textit{g}7 38...h5 was a better idea, to try and slow down the White king's advance 39.\textit{xe}g6?! A surprising way to aim for the finish... I'd have played 39.c5! But the Centurion's choice makes for a nice visual as the pawns charge forward! 39...\textit{f}xg6 40.\textit{xe}5 \textit{d}2? 40...\textit{c}2 was the best defence, slowing the pawns down 41.d4! \textit{f}7 42.c5 \textit{c}2 43.\textit{d}6 g5 44.d5 There doesn't seem to be anything Black can do, the Centurion is pushing the winning pawns exactly as it should! 44...h5 45.c6 g4+ 46.hxg4 hxg4+ 47.\textit{g}3 \textit{f}6 48.c7 \textit{c}4 49.e5+ \textit{f}5 50.e6 \textit{f}6 51.e4!

\begin{center}
\includegraphics[width=0.5\textwidth]{chess_board.png}
\end{center}

A nice picture for Centurion fans! 51...g5 52.\textit{e}5+ \textit{e}7 53.\textit{x}g4 \textit{c}2 54.g3 The Centurion may not have known that this is m/9, but it's +9.99 eval certainly showed the game was definitely over 1-0

Results 1st round:
Centurion - Obsidian 1-0
Master - Brute Force 0-1
MM V - 5.0 Rebell ½-½
Mach III - Emerald ½-½
Galaxy - Milan 0-1

Here's a good game from round 2 as the Milano notches up its second win.

\textbf{Mephisto Milano - Saitek Centurion}
A39: Symmetrical English

1.c4 c5 2.\textit{c}c3 \textit{c}c6 3.\textit{f}f3 \textit{f}f6 4.g3 g6 5.\textit{d}g2 \textit{g}7 6.0-0 0-0 7.d4 cxd4 8.\textit{x}d4 \textit{x}d4 9.\textit{x}d4 d6 10.\textit{d}3 \textit{d}3 \textit{d}3 All mainline stuff, but now 10...\textit{f}f5 and a6 are usual and, if Black were to move the queen, 10...\textit{a}5 10...\textit{b}6 11.\textit{e}e3 \textit{d}7 12.\textit{b}b6 axb6 13.\textit{xb}7 \textit{a}7 14.\textit{g}2 \textit{e}c8 15.\textit{e}3

15.\textit{x}c4 15...\textit{g}4 looks better, then if 16.\textit{xb}6 \textit{a}6 and the bishop has no safe retreat square, so probably 17.c5 dxc5 18.\textit{ad}1 \textit{xb}6 19.\textit{x}d7 \textit{xb}2 temporarily equalising material, though White will win the e7 pawn soon and retain some advantage 16.\textit{xb}6 \textit{a}6 17.\textit{e}e3 \textit{b}4 18.b3 \textit{c}6? Black shouldn't be exchanging bishops, more important is finding a way to challenge the connected passed pawns. They've a long way to go from a2 and b3, but 'connected passed' should always cause alarm bells! 19.\textit{x}c6 \textit{xc}6 20.\textit{ac}1!

20...\textit{b}7? If the Centurion had put the rook on b8... 20...\textit{b}8, then after 21.\textit{d}5 \textit{xc}1 22.\textit{xf}6+ \textit{xf}6 23.\textit{xc}1 \textit{h}2, and things are not quite so bad 21.\textit{d}5! \textit{xc}1 And now instead of \textit{d}5 as in the line just given... 22.\textit{xc}1! \textit{h}5 23.\textit{c}8+ \textit{h}7 24.\textit{c}7! \textit{xc}7 Moving the rook to b5 or b8 would just bring 25.\textit{xe}7 and White is 2 pawns up, the delightful connected passed ones on the a and b files! 25.\textit{xc}7 \textit{c}4 26.a4! Here they go 26...\textit{c}3 27.\textit{ff}1 \textit{d}1 28.\textit{b}6 \textit{c}3 29.a5 Black played 29...\textit{xe}2 and resigned 1-0
Results 2nd round:
Milano - Centurion 1-0
Brute Force 1-0 Mach III 1-0
Emerald - MMV 1-0
Rebell - Galaxy $\frac{1}{2}-\frac{1}{2}$
Obsidian - Master 1-0

Results 3rd round:
Brute Force - Milano 1-0
Obsidian - Emerald 0-1
Centurion - Rebell 1-0
Galaxy 5.0 - MS V $\frac{1}{2}-\frac{1}{2}$
Mach III - Master 0-1

4th round results:
Emerald - Brute Force 0-1
Galaxy - Centurion $\frac{1}{2}-\frac{1}{2}$
Master - Milan 1-0
Rebell 5.0 - Obsidian 1-0
MMV - Mach III 1-0

The SCORES at this point were:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Computer</th>
<th>Score/4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Brute Force</td>
<td>4</td>
</tr>
<tr>
<td>2</td>
<td>Emerald Classic Plus</td>
<td>3$\frac{1}{2}$</td>
</tr>
<tr>
<td></td>
<td>Centurion</td>
<td>3</td>
</tr>
<tr>
<td>2=</td>
<td>Milano</td>
<td>2$\frac{1}{2}$</td>
</tr>
<tr>
<td>4=</td>
<td>Master</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Rebell 5.0</td>
<td></td>
</tr>
<tr>
<td>4=</td>
<td>MM5</td>
<td></td>
</tr>
<tr>
<td>8=</td>
<td>Sphinx Galaxy</td>
<td>1$\frac{1}{2}$</td>
</tr>
<tr>
<td></td>
<td>Obsidian</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>Elite Mach3 Avant Garde</td>
<td>$\frac{1}{2}$</td>
</tr>
</tbody>
</table>

Well, we see that the Brute Force computer can't be caught, but Rob's e-mail sending the games and photos said: "The game between the Milano (Peter) and Ruud's MM5 in the last round was very exciting, especially as they were both on 2 points and in with a chance of a prize!

I took some photos during that game and, as you can see next page, there were many spectators watching."

So then, one more game to finish off with!
Meph Milano - Revelation MMV
D36: Queens Gambit Declined

1.d4 d5 2.c4 e6 3.©c3 ©f6 4.©g5 ©e7
5.exd5 exd5 6.e3 c6 7.©d3 ©bd7 8.©c2 0-0
9.©f3 ©e8 10.0-0 ©f8 This is a popular line, so I'd guess the computers might have been in Book to here. Now 11.h3 is usual, and the move played rare, so I think they are now on their own 11.©ab1 ©g6 12.h3
12.b4! is good, and then 12...a6 has been played by Ivanchuk amongst others
12...©e4 13.©xe7 ©xe7 14.©d2?! It was actually better to return the © for © exchange with 14.©xe4 dxe4 15.©d2=. Now Black gets the better position 14...©xd2
15.©xd2 ©g5 15...©h4! first, then ©g5 would have been stronger 16.©b1 ©d7?!
It is surprising that the MMV didn't play 16...©h3 as the previous moves seemed to have set that up! White has to play 17.f4
after which 17...©g3! is strong 17.©h1 ©e7
18.f4 ©f6 19.©f2

I must say that Ruud Martin with the Revelation MMV looks a lot more relaxed with the position than Peter Schimmelpennink, especially in the photo below!

19...©ae8? Black had to stop White's next with 19...©f5 20.f5! ©h8? An awful square. Surely 20...©f8 was better 21.e4!
©d6 22.e5 ©h6 23.©g3 ©c8 24.©a4 b6
25.f6 25.©f4! threatening ©g4 or ©h4 would have given the MM5 serious problems. The game now involves a lot of shuffling about with little progress being made for a while. Jump to the next diagram!

25...©e8 26.©c3 g6 27.a3 a5 28.a4 ©a8
29.©f2 ©e6 30.©e2 ©ad8 31.b3 ©a8 32.©e3 ©xe3 33.©xe3 h5 34.©e2 ©ec8 35.©h2 h4
36.g3 ©xg3+ 37.©xg3 ©h7 38.©e3 ©5
39.©e2 cxd4 40.©b5 ©d7 41.©xd4 ©c3
42.©e3 ©ac8 43.©e2 ©h6 44.©a6 ©ec5
45.h4 ©xe3+ 46.©xe3 ©c1 47.©e2 ©g1+
48.©h2 ©b1 49.©f3

Black's next encourages the Milano king towards a better, centralised square, and the game comes to life again. Better was 49...g5
49...©b2+?! 50.©g3 ©d2 51.e6! fxe6
52.©xe6 d4 53.©e4 ©xe6 54.©xe6 ©d3
55.©xb6 g5 56.f7+ ©f8 56...©e4! 56...©g7
57.f8 ©+ ©xf8 58.hxg5 ©g7 59.©b7+ ©f8
60.\textit{g}4 \textit{c}3 61.\textit{b}5 d3

It's looking interesting. White is a pawn up but what can the d3-pawn do to change everything!? 62.\textit{x}a5 \textit{x}b3 62...\textit{g}6 63.\textit{a}6 \textit{e}3+ 64.\textit{h}f4 \textit{xf}3 65.\textit{x}f3 \textit{x}b3 was the promising alternative, but if 66.\textit{e}3 \textit{d}2+ 67.\textit{x}d2 \textit{g}3 the tablebases say it is now actually mate in 34 (for White). But our dedicated friends wouldn't know that and in practice who can say what would happen?! 63.\textit{a}8\textit{g}7 64.\textit{g}8+ \textit{x}g8 65.\textit{d}5+ \textit{g}7 66.\textit{xb}3 \textit{d}2

71.\textit{x}d1 \textit{g}x\textit{g}6 White has to win now, but let's watch the finish. With best play it's m/21 72.\textit{d}4 \textit{d}6 73.\textit{c}5 \textit{b}7+ 74.\textit{e}6 \textit{a}5+ 75.\textit{b}5 \textit{b}7 76.\textit{c}2+ \textit{f}6 77.\textit{d}3 \textit{e}5 78.\textit{b}6 \textit{d}6 79.a5 \textit{d}4 80.\textit{f}1 \textit{e}5 81.a6 \textit{d}5 82.\textit{c}7 \textit{e}8+ 83.\textit{b}7 \textit{d}6+ 84.\textit{b}8 \textit{c}4 85.\textit{xc}4+ \textit{xc}4 86.\textit{e}7 It's now m/11, so White has missed some best moves. But obviously Black knows it's game over and resigned before Ries had the chance to come over and adjudicate the game! It certainly wouldn't have posed him the same problems as some of Bill Reid's 'Time for Adjudication' positions! 1-0

Results 5th round:
Centurion - Brute Force 1-0
Rebell 5.0 - Emerald 0-1
Milano - MM V 1-0
Master - Galaxy 1-0
Mach III - Obsidian ½-½

This is good fun! 67.\textit{f}4! \textit{f}7 68.\textit{c}2 68.a5! \textit{d}6 69.a6 \textit{c}8 70.\textit{c}2 \textit{f}8 71.g6 also wins 68...\textit{d}6 69.\textit{e}3 \textit{f}7 70.g6 \textit{d}1\textit{g}7 The Cups were given out at the end as always, \textbf{Hein} was 1st., \textbf{Ries} 2nd on tie-break., and \textbf{Hans} came 3rd. but wasn't at the Award Ceremony, so Ries took his cup! I'm sure he will send it to him!!

<table>
<thead>
<tr>
<th>Pos</th>
<th>ENGINE</th>
<th>OPERATOR</th>
<th>SELSEARCH RATING</th>
<th>SCORE/5</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>\textbf{SAITEK RENAISSANCE BRUTE FORCE}</td>
<td>Hein Veldhuis</td>
<td>2021</td>
<td>4</td>
</tr>
<tr>
<td>2</td>
<td>\textbf{SAITEK CENTURION} \textbf{NOVAG EMERALD CLASSIC}</td>
<td>Ries van Leeuwen \textit{Hans van Mierlo}</td>
<td>1928 \textit{1954}</td>
<td>3½</td>
</tr>
<tr>
<td>4</td>
<td>\textbf{MEPHISTO MILANO} \textbf{MEPHISTO MASTER}</td>
<td>Peter Schimmelpenning \textit{Theo Heukels}</td>
<td>1950 \textit{2104}</td>
<td>3</td>
</tr>
<tr>
<td>6</td>
<td>\textbf{MEPHISTO REBELL 5.0} \textbf{MEPHISTO MM Revelation}</td>
<td>Luuk Hofman \textit{Ruud Martin}</td>
<td>1825 \textit{1963 ?}</td>
<td>2</td>
</tr>
<tr>
<td>8</td>
<td>\textbf{SPHINX GALAXY} \textbf{NOVAG OBSIDIAN}</td>
<td>Rob van Son \textit{Henk van Weersel}</td>
<td>1866 \textit{1961}</td>
<td>1½</td>
</tr>
<tr>
<td>10</td>
<td>\textbf{FIDELITY Elite AG v2 (Mach III)}</td>
<td>Hans van Mierlo</td>
<td>1981</td>
<td>1</td>
</tr>
</tbody>
</table>
TWO GREAT IDEAS for CHRISTMAS PRESENTS!

BOBBY FISCHER AGAINST THE WORLD (DVD) - A FILM BY LIZ GARBUS. RUNNING TIME: 94 MINS


The hardest match he played was the one in his mind

Bobby Fischer Against the World traces the life of the Grand Master from child prodigy to Cold War hero to controversial recluse. Cutting interviews with Bobby and the people who knew him, with footage and news reports, Bobby Fisher Against the World is a mesmerising portrait of the rise and bizarre fall of one of the great American icons.

In 1958, 14-year old Robert James Bobby Fischer stunned the chess world by becoming the youngest Grand Master in history, launching a career that would make him a legend. Raised by his mother in Brooklyn he taught himself to play chess at the age of six and started beating seasoned adult chess players when he was just eight. Throughout the sixties, as his star rose, Bobby would appear regularly on TV and when touring the world he was resoundingly beating all-comers. His career highlight came in 1972 when he played the Russian Grand Master and reigning champion Boris Spassky - a series that was perhaps as equally tied in with the Cold War as it was with chess. After an astonishing start to the match in which Fischer blundered in game 1 and defaulted game 2 by simply not turning up, his amazing fightback and eventually comfortable victory made Bobby the most famous person on the planet. Then his already erratic behaviour began spiralling out of control, turning this genius into an unrecognisable recluse and pariah.

GARRY KASPAROV ON GARRY KASPAROV PART 1: 1973-1985. HARDCOVER, 520 PAGES

RRP £30.00 - London Chess Centre PRICE £25

Garry Kasparov on Garry Kasparov, part 1 is the first book in a major new three-volume series. This series will be unique by the fact that it will record the greatest chess battles played by the greatest chess player of all-time. The series in itself is a continuation of Kasparov’s mammoth history of chess, comprising My Great Predecessors and Modern Chess. Kasparov’s historical volumes have received great critical and public acclaim for their rigorous analysis and comprehensive detail regarding the developments in chess that occurred both
on and off the board. This new volume and series continues in this vein with Kasparov scrutinising his most fascinating encounters from the period 1973-1985 whilst also charting his development away from the board.

This period opens with the emergence of a major new chess star from Baku and ends with Kasparov's first clash with reigning world champion Anatoly Karpov — a mammoth encounter that stretched out over six months. It had been known in Russia for some time that Kasparov had an extraordinary talent, but the first time that this talent was unleashed on the western world was in 1979. The Russian Chess Federation had received an invitation for a player to participate in a tournament at Banja Luka and, under the impression that this was a Junior event, sent along the fifteen year old Kasparov (as yet without even an international rating!). Far from being a Junior tournament, Banja Luka was actually a major International event featuring numerous world class Grandmasters. Undeterred Kasparov stormed to first place, scoring 11½/15 and finishing two points clear of the field. Over the next decade this "broad daylight" between Kasparov and the rest of the field was to become a familiar sight in the world’s leading tournaments.

About the Author: Garry Kasparov is generally regarded as the greatest chess player ever. He was the thirteenth World Champion, holding the title between 1985 and 2000. His tournament record is second to none, featuring numerous wins in the world's major events, often by substantial margins. As well as his outstanding successes, Kasparov has constantly promoted the game; he has done more than anyone to popularise chess in modern times.

Other titles in the Kasparov series are:


Both the BOOK and/or the DVD can be purchased from THE LONDON CHESS CENTRE, tel. 020 7288 1305. Web: www.chess.co.uk. This is NOT an advert, it's my own 'nice present' RECOMMENDATIONS, but please do mention Selective Search if you place an order.

P.S. If you go to their website you can download a pdf file extract from Kasparov's new book!
**Revelation HIARCS v Resurrection II RYBKA**

**Top Dedicated Hardware Match Run by Steve Blincoe**

Having noted in *SelS* 155 that HIARCS 13 had become available for Ruud Martin's Resurrection and Revelation boards, we covered the first 4 games in the last issue, 156, of USA reader Steve Blincoe's match between Rev Hiarc13 v ResII Rybka2.2.

In order to see some variety in play, Steve forced each computer in turn to open with:

- 1.e4, 1 game each
- 1.d4
- 1.c4
- 1.Nf3
- 1.Nc3

The ResurrectionII modules were both running on Xscale PXA255 processors @ 500MHz with hash. The engines were Hiarc13.3 using the Hiarc book tournament setting, and Rybka2.2n8 using the Noomans standard book.

When we left it last time we had seen 4 quite tough and interesting games, with some high quality chess, Rev Hiarc led narrowly over Res Rybka by 2½-1½!

So here we go again... game 5!

**Rev-Hiarc 13.3 - Res II-Rybka 2.2n8**

Game 5. E04: Open Catalan

1.d4 ♘f6 2.♘f3 e6 3.g3 d5 4.c4 dxc4 5.♗g2 ♘c6 6.♗a4 ♘b4+ 7.♘d2 ♘d5 8.♕xb4 ♗xb4 9.♗c3

This puts Rybka out of its Book, but it chooses theory moves

9...♗d7 10.0-0 ♘a6

Hiarc is also now out of book, both show white+10

11.♗e5 ♘e7N

11...♗b5 12.♖a3 ♘b8 is in my database

12.a3 ♘xe5 13.♖xb4 ♙xb4 14.axb4

We've had another early queen exchange! But although Black (Hiarc) castled by hand successfully in game 4, Rybka finds it harder to negotiate the troubled waters in this one!

14...♗c6 15.b5 ♘d8 16.♖c1 ♘e7

Rybka castles by hand, but wouldn't 16...0-0 17.e3 ♘e8 would have been okay?!

17.e3 ♘f6 18.d5 ♘a5 19.axb6

19...♗xe6

19...♗xe6? would put Black and its king in
some danger: 20...d1 c8 21...d5!±
20...d5+ e6?!
If 20...xd5 21...xd5 Black could play
21...c6 22.bxc6 dxc6 23.xc4 dhc8. White's
rooks look better but its advantage is
minimal
21.e1!
Obviously but still worth a!
21...xd5 22.exd5+ e7 23.ad1 axb5
24.d7+ e6 25.xg7 xc6 26...d5+ e6
27.xc4+
White equalises material
27...c5 28.e2 a2 29.xc7xb2
Rybkas has 2 passed pawns — but they're
both on the b-file!
30.d3 b6 31.h7 h6 32.g2 b4
33.d7 a5 34.e6+ c6 35.e4

35.b3?
35...c5 was correct, and if 36.d5+ b6
it is not easy for Black to find a win. Perhaps
risk the advancing b-pawn and grab the
one on b7 with 37.d7 h4 38.xb7+ a5
36.e1 a2
I think 36...c2 gave Black the best chance
of saving this game, then probably 37.e6 h8
38.d3 all as in the game, but this is better
for Black than it is with the rook on a2
37.e6 h8
37...b2? doesn't work: 38.xc6 bxc6
39.d8. Now Black can delay the e7 threat
with 39...b1, but not for long: 40.b8+
c5 41.xb1 e2 42.e7 f5 43.d1
38.d3 a3 39.a5 a5 40.xb3 e8
Not 40...xb3? 41.e7! xd3 42.h8 1-0
41.h8+ c5 42.d5+ b6 43.d1 xe6
44.xh5 c6 45.h7 c5 46.xb7 e1
47.b3

47...d4
47...f5 was the best chance, and after
48.h6 b1 needs some thinking about,
though 49.c7 bxb3 50.xc6+ d5
51.f6 looks to settle it
48.hc7+ c6 49.e4
A nice little idea
49...a5 50.c8 d1 51.c7 xc4
52.xc6+ d5 53.xf6 e5 54.h6 ea1
55.xd+ e4 56.a8+ d4 57.ed6+ d5
58.xd1 d1
The game could be stopped here, White
has the win for certain 59.c8+ b6 60.g4
d2+ 61.g3 d3+ 62.h4 e5 63.f5 1-0.
So Hiarcs regains it's 2 point lead, 3½-1½

RES II-RYBKA:2.2N - REV-HIARCS 13.3
Game 6.A22: English Opening
1.d4 e5 2.c3 d6 3.g3 b4 4.g2 0-0 5.e4
ten 6.e2 e5
Surprisingly this isn't in my Powerbooks
though it and White's response were played
in Dvoretsky-Reshevsky in 1978 as well as
in a couple of other lesser games. It also puts
Rybkas out of book and the Rybkas move does
the same to Hiarcs. Although Rybkas consi-
ters Hiarcs to have a slight advantage, Hiarcs
rates itself +64 which seems to me to be a bit
on the high side
7.0-0 e6N
This is new, 7...c6 is the only database
move I could find
8.d3 a5 9.a4 c6
Knowing that Mark Uniacke slightly
favors bishops over knight in the Hiarcs
engines I was surprised the engine didn't
prefer 9.a7 here to avoid the exchange.
Then if 10.ac3 b8, but I guess Hiarcs
must have seen something along the line it
didn't like 10.\textit{dxc5} dxc5 11.\textit{e3} \textit{d6} 12.\textit{c3} \textit{g4} 13.\textit{d5}

White could have retained the slight advantage of the two bishops by playing 13.\textit{c1}, but was obviously attracted by the knight outpost
13...\textit{exe3} 14.\textit{fxe3} f6 15.\textit{b3} b6 16.\textit{a4} \textit{a7}

\begin{center}
\begin{tikzpicture}
\end{tikzpicture}
\end{center}

17.\textit{f3}?

Missing a tactic based on the undefended d3-pawn, which is why 17.\textit{ead1} was necessary. E.g. 17.\textit{ead1} and after 17...\textit{c6} 18.\textit{c3} \textit{c7} 19.\textit{c2} when Black's advantage is minimal at best
17...\textit{c6} 18.\textit{xb6}

White can't play 18.\textit{c3}? because of 18...\textit{xd3} 19.\textit{fe1} \textit{xc4+}
18...\textit{ab8} 19.\textit{xa5}

White is 2 pawns up, but the \textit{c} cannot be saved
19...\textit{c7} 20.\textit{b4} \textit{xb6} 21.\textit{xb6} \textit{xb6} 22.\textit{bxc5} \textit{a6} 23.\textit{a4} \textit{a5} 24.\textit{fb1}

\begin{center}
\begin{tikzpicture}
\end{tikzpicture}
\end{center}

Black still has a knight for 3 pawns, but already one feels that the Rybka pawns could be suspect in due course
24.\textit{eb8}

24...\textit{xc5}? would be a mistake as Rybka could then have levelled the game with

\begin{center}
\begin{tikzpicture}
\end{tikzpicture}
\end{center}

25.\textit{a5}! f5 26.\textit{xb7} \textit{f7} 27.\textit{a6}\textit{a}
25.\textit{e2} \textit{c8}! 26.\textit{b8}! \textit{f7}

Again not 26...\textit{xc5}? because of 27.\textit{a5}! \textit{f8}. I didn't find it so easy to see why this is an only move, but my laptop showed me that if, say 28.\textit{a6} \textit{a7}!

Let's not play the necessary \textit{f8}. So after 27.\textit{a5}! let's try 27...\textit{h6}? 28.\textit{a6}! But now 28...\textit{f8} is too late: 29.\textit{a7} \textit{xa7} (forced) 30.\textit{xf8+} \textit{xf8} 31.\textit{xa7}. Here White's extra pawn and rook on the 7th will win quite easily) 29.\textit{b7+--}
27.\textit{h4} \textit{g8} 28.\textit{g4} \textit{f7} 29.\textit{b7+} \textit{d7}

\begin{center}
\begin{tikzpicture}
\end{tikzpicture}
\end{center}

30.\textit{b8}

30.d4!? might have been worth a try. If 30...\textit{exd4} 31.\textit{exd4} White's pawns are beginning to threaten and could even be worth more than the knight!
30...\textit{e8} 31.\textit{f2} \textit{e7}!

Readers will note that I have stopped commenting that \textit{xc5} is? The reason is the same: with a5 White would get a good advantage every time
32.\textit{xd8+} \textit{xd8} 33.d4 \textit{g6}
The clever transfer of the knight to the kingside has put Black on top
34.g5
34.h5?! turns out well for Black after
34...@f8 35.d5 h6 36.=&d1 38.=&f3 37.=&d7 38.=&e2 39.c5-+
34...fxg5 35.hxg5 @f8

36.d5
Not the tempting 36.dxe5? as 36...@e6 and the doubled c-file pawns and tripled (!) e-file pawns leave White stymied (stuck). E.g. 37.=&g4 38.xc5 38.=&f3 39.xg4+ 39.=&xg4 38.xa4 and White is the equivalent of a pawn down and still has those weak tripled pawns, so Black must win
36...@c8 37.=&g2 38.xc5 38.=&f1?!
You will probably not be surprised to know that my suggestion of 38.a5! was best here. Though it is no longer winning for White, it would just keep the Rybka engine in the game with drawing chances after
38...@a6 39.=&g3 @c7 40.=&g4 cxd5 41.exd5, leaving White the equivalent of a pawn down but the pawn weaknesses partially sorted. But I do like the look of 41...e4! and after leaving PC engines on for a while this does appear to be strong for Black
38...@e7 39.=&b1 3a6 40.=&f2
Now Black should play 40...@d7 intending
41...@d6 and the pawn on c4 will fall soon, but instead Hiarcs partially gives Rybka a chance to get back into the game
40...@d8? 41.=&f1?!
41.=&g3! g6 42.=&b8+ @c8 43.a5 @xa5 44.=&g4 @d7 45.=&xc8+ @xc8 46.=&a6 @d8 (the &d is pinned) 47.=&x7 with a fighting chance of a draw with careful play!
41...@a5 42.=&a1 @d7 43.=&g3 @e7 44.=&f3 @c8 45.=&g3 @c5 46.=&d3 @a6 47.=&f3 @f7
48.=&g3

At the moment it seems that Hiarcs is struggling to find a way to win this, but now it comes up with a breakthrough move
48...@d7! 49.=&e2 @h6 50.=&f1+ @e8 51.=&b1 @xc4 52.=&b8+ @e7 53.=&g8 @g6
53...@f7 was better, and after 54.=&a8 @b7!
55.=&d8 @e7+- 54.=&g7+

54...@d8?
Hiarcs has mislaced its king on the back rank more than once, and this allowed White another decent chance to save the game.
Instead 54...@f8 55.=&h7 @d6 56.=&a7 (if 56.=&f3 @f7+-; or 56.=&xa6 @xe4+ 57.=&h4 &xa6-+) 56...c4+-
55.=&a7?
Rybka misses its last chance. Correct was
55.=&g4! @xc3 56.=&e6 and the d-pawn has become much more dangerous, plus there are also chances of a perpetual check
55...@c8?
The only move to keep a win in sight
56.=&h7 @d6 57.=&h8+ @c7 58.=&h7+ @b8 59.=&b5
If 59.=&f3 &xa4-+
59...@xe4+ 60.=&g2 @f5 61.=&e7 @d6!
62.=&c6 c4!
Hiarcs should win from here, the running c-pawn is very strong
63.\text{\textit{\texttt{c}}\text{\textit{f}}1\text{\textit{e}}3\text{\textit{c}}3 64.\text{\textit{e}}2\text{\textit{e}}a7 65.\text{\textit{x}}\text{\textit{a}}7
If 65.\text{\textit{x}}\text{\textit{a}}xe5 c2 66.\text{\textit{d}}2 \text{\textit{c}}4+ 67.\text{\textit{c}}\text{\textit{c}}1 \text{\textit{x}}\text{\textit{e}}5
is m/9
65...\text{\textit{x}}\text{\textit{a}}7 66.\text{\textit{d}}d1 \text{\textit{b}}6 67.\text{\textit{a}}8
67.\text{\textit{b}}5? is no better: 67...\text{\textit{x}}\text{\textit{b}}5 68.axb5 \text{\textit{x}}\text{\textit{b}}5 and all White can do is delay the end
by pushing the d-pawn. But after the Black \text{\textit{d}} captures it then it comes down the board to
win the game
67...\text{\textit{b}}b1 68.\text{\textit{c}}c1 c2 69.\text{\textit{c}}e6 \text{\textit{e}}e4 70.\text{\textit{b}}b5
\text{\textit{c}}c3 71.\text{\textit{c}}c4 \text{\textit{c}}c5 72.\text{\textit{b}}b3 \text{\textit{d}}e2+
Steve says that Hiarcs had announced mate in 10 at move 70 and after 73.\text{\textit{d}}d2 c1\text{\textit{w}}++
74.\text{\textit{w}}\text{\textit{x}}\text{\textit{e}}2 would have various ways to finish the
game. One is 74...\text{\textit{w}}b2+ 75.\text{\textit{f}}f1 \text{\textit{w}}b3
76.\text{\textit{h}}f2 \text{\textit{e}}e4 77.\text{\textit{c}}c1 \text{\textit{b}}b2 78.a5 \text{\textit{d}}d3 79.\text{\textit{d}}d1
\text{\textit{e}}c2+ 80.\text{\textit{w}}e1 \text{\textit{e}}c2# 0-1

Rev-Hiarcs 13.3 - Res II-Rybka 2.2n8
Game 7. D48: Semi-Slav, Meran System

1.\text{\textit{c}}f3 \text{\textit{f}}6 2.c4 e6 3.d4 d5 4.c3 c6 5.c3
\text{\textit{d}}d7 6.d3 dxc4 7.xc4 b5 8.xd3 \text{\textit{x}}\text{\textit{b}}7
9.0-0 a6 10.e4 c5 11.d5 \text{\textit{x}}\text{\textit{c}}7 12.dxe6 fxex6
13.\text{\textit{c}}c2 c4 14.\text{\textit{d}}d4
The Hiarcs book ends, it shows +26
14...\text{\textit{c}}c5 15.\text{\textit{e}}5
In this often played opening 15.\text{\textit{e}}3 is more popular here, and c5 actually has a poor 20% record! But being rarer it puts
Rybka, showing only +3, out of its book
15...\text{\textit{x}}\text{\textit{e}}5 16.\text{\textit{e}}e1 \text{\textit{d}}d6 17.\text{\textit{f}}f5 \text{\textit{d}}d8 18.\text{\textit{x}}\text{\textit{e}}6
\text{\textit{x}}\text{\textit{d}}1 19.\text{\textit{d}}d1 \text{\textit{x}}\text{\textit{e}}6 20.\text{\textit{e}}e6

Once more the queens have gone early, and again Black is struggling to castle! But
this game was actually still in theory, though now 20...\text{\textit{e}}e7 21.\text{\textit{g}}g5 was played in a game
involving Szabo
20...\text{\textit{e}}e4N 21.\text{\textit{c}}c3 \text{\textit{b}}b4 22.\text{\textit{f}}f4 \text{\textit{f}}f8
It looked as if 22...\text{\textit{x}}\text{\textit{e}}c3?! 23.bxc3 \text{\textit{e}}e3 would win a pawn, but 24.\text{\textit{d}}d5+ \text{\textit{d}}d7
25.\text{\textit{x}}\text{\textit{b}}5 \text{\textit{e}}e1 26.\text{\textit{x}}\text{\textit{e}}1 \text{\textit{h}}he8 27.\text{\textit{e}}e4 has
won it back, though the material imbalance (B+B v R+P) makes it difficult to be certain
that White has as big an advantage as the PC engines suggest. I certainly don't like the
threat those 3 Black queenside pawns bring to the game!
23.\text{\textit{e}}e5 \text{\textit{x}}\text{\textit{f}}2 24.\text{\textit{g}}g7 \text{\textit{d}}d3 25.\text{\textit{x}}\text{\textit{c}}c4+ \text{\textit{e}}e1
26.\text{\textit{x}}\text{\textit{e}}1+ \text{\textit{d}}d7 27.\text{\textit{x}}\text{\textit{f}}8 \text{\textit{e}}e8

The exchanges have left White a pawn up, but now it is Black that has the 2 bishops and
a much more active king, so the position is 'uncertain'
28.\text{\textit{d}}d3 \text{\textit{c}}c5+ 29.\text{\textit{h}}h1 \text{\textit{d}}d4 30.\text{\textit{e}}e4 \text{\textit{d}}d5
31.b3 \text{\textit{c}}c6! 32.\text{\textit{b}}b1 \text{\textit{g}}g7 33.\text{\textit{g}}g3 \text{\textit{f}}f2 34.\text{\textit{f}}f5
\text{\textit{b}}b6 35.\text{\textit{g}}g1
35.\text{\textit{x}}xg7 would have been okay, though
we'd soon see it doesn't win a bishop after
35...\text{\textit{x}}\text{\textit{g}}xg2 36.\text{\textit{e}}e4 \text{\textit{x}}\text{\textit{e}}4 37.\text{\textit{x}}\text{\textit{e}}e4 \text{\textit{x}}\text{\textit{g}}7 and
material is equal and the game almost
certainly drawn
35...\texttt{Exg2+} 36.\texttt{h1} \texttt{Ec5} 37.a3 \texttt{Eg5} 38.b4+ \texttt{Eb6} 39.h4 \texttt{Eg4} 40.\texttt{Exg7} \texttt{Exg7} 41.\texttt{Ee5} \texttt{Ee7}+ 42.\texttt{Ee1} \texttt{Ec4} 43.\texttt{Ed2} \texttt{Ee6} 44.\texttt{Ee3} \texttt{Eh6} 45.\texttt{Ee4} \texttt{Ee6} 46.\texttt{Ed4} \texttt{Eg5} 47.\texttt{Ef5} \texttt{Ee6} 48.\texttt{Ec2} \texttt{Ed5} 49.a4

49...\texttt{Ee6}+?! 
This is a small mistake at least – maybe it’s a big one?! It allows the White king to penetrate, so probably 49... \texttt{Eh5} or \texttt{Ed6} were better choices

50.\texttt{Ef4} \texttt{h6} 51.\texttt{Ef5}

The Hiarcs engine shows a positive evaluation and is probing to increase its advantage, while the Rybka engine is passive, looking for a draw. This negative approach now allows White to increase its advantage

51...\texttt{Ed6}?! 
51...\texttt{Ee3} was better, and after 52.axb5+ axb5 53.\texttt{Eh6} \texttt{Ee6} could hold

52.axb5+ axb5 53.\texttt{Ed3} \texttt{Ee6}+ 54.\texttt{Ee5} \texttt{Exd4} 55.\texttt{Exd4}

Although we now have a same coloured bishops ending, this could still be a draw of course. But there's no doubt White has an initiative with its much better king, so Black will always have to be careful

55...\texttt{Ea2}?

It took me a long time to work out that this was the losing move, but the failure of the Rybka king to take the opposition actually puts Black at a bigger disadvantage than you'd expect!

55...\texttt{Ed6} loses a pawn but 56.\texttt{Exb5} \texttt{Ed5} 57.\texttt{Ee4} \texttt{Ec6} might get the draw

56.\texttt{Ee5!} \texttt{Ec4} 57.\texttt{Eg6} \texttt{Ec2} 58.\texttt{Ee8}+ \texttt{Ee7} 59.\texttt{Ed5} \texttt{Eh6} 60.\texttt{Eh6} \texttt{Ed7} 61.\texttt{Ed6} \texttt{Ee7} 62.\texttt{Ee7} \texttt{Ef1} 63.\texttt{Eh5}

63...\texttt{Eg2}?! 
63...\texttt{Ec6} was better, then 64.\texttt{Ee6} \texttt{Ec7} 65.\texttt{Ef6} \texttt{Ed6}. Now White would need to find 66.\texttt{Ef3}! which retains winning chances

64.\texttt{Ef6!} \texttt{Ed6} 65.\texttt{Eg6} \texttt{Ed5} 66.\texttt{Ec2}

The only way to win... and it does!

66...\texttt{Ed4} 67.\texttt{Exb5} \texttt{Ec3} 68.\texttt{Ee2}

Again the only winning move – well played Hiarcs!

68...\texttt{Exb4} 69.\texttt{Exh6}

Now the White bishop must stop its Black equivalent from taking the pawn. If it does the game is drawn of course

69.\texttt{Ee3} 70.\texttt{h5} \texttt{Ee4} 71.\texttt{Eg5} \texttt{Ed4} 72.\texttt{h7}

Playing 72...\texttt{Ee5} would probably make it more difficult for White practically, as the bishop stops White from playing \texttt{h7}. But White can go 73.\texttt{Ec5} and if 73...\texttt{Ed3} 74.\texttt{Eg6} of course

73.\texttt{Eh5}! \texttt{Ec4}

74.\texttt{Eg6} \texttt{Eg8} 75.\texttt{Ef6} \texttt{Eh5} 76.\texttt{Eg7} is the winning route A very interesting game at times, and an ending that requires care and precision to win. 1-0. Of course Hiarcs has now won 3 games in a row, so leads by 5½–1½ and therefore will win the match. But you'd expect Rybka might make it a bit closer over the final games!?
Resi-Rybkla 2.2NB - Rev-Hiarcs 13.3

Game 8. D00: Unusual lines

1.\(\text{c3}\) \(\text{d6}\) 2.\(\text{d4}\) \(\text{d5}\) 3.\(\text{f3}\) \(\text{c5}\) 4.\(\text{xc5}\) \(\text{dxc6}\)
5.\(\text{e3}\)N

5.e4 d4 6.\(\text{xe2}\) is more usual, but the whole line is quite rare so it is not surprising that Rybkla was already out of its book and manages to play a totally new move. And it looks okay to me!

5...\(\text{e6}\) 6.\(\text{\&d3}\)

Now Hiarcs is out of book. The evals have the game as almost equal

6...\(\text{\&xc5}\) 7.0-0

We've transposed into a line that was played in a club game on my database in 2005, and here Black continued 7...0-0 8.h3 (isn't 8.e4 better!?) a6. I also found 7...\(\text{\&b4}?!\) but 8.e4 is now good for White

7...\(\text{e5}?!\) 8.e4 d4 9.\(\text{\&a4}?!\)

The placement of this knight (unprotected) will cause White a problem

9...\(\text{e7}\) 10.\(\text{c3}\) \(\text{\&g4}!\)

11.h3?!

I prefer 11.\(\text{cxd4}\) \(\text{\&xd4}\) 12.\(\text{\&e2}\) \(\text{\&xf3}\)

13.\(\text{\&xf3}\) when Black is slightly better developed but the game is fairly even

11...\(\text{\&xf3}?!\) 12.\(\text{\&xf3}\) \(\text{\&a5}!\)

Exposing the knight's problem which I referred to

13.\(\text{\&c2}\) b5 14.\(\text{\&c5}\) \(\text{\&xc5}\) 15.\(\text{b4}\) \(\text{\&b6}\)

15...\(\text{\&xb4}\) 16.\(\text{\&xb4}\) \(\text{\&xb4}\) would have put Black 2 pawns up, but Rybkla would get some counterplay with 17.\(\text{\&g5}\). Black would stand better here, but with 15...\(\text{\&b6}\) I think Hiarcs was typically trying to retain more initiative

16.\(\text{bxc5}\) \(\text{\&xc5}\) 17.\(\text{\&d2}\) b4?!

Hiarcs gets away with this. 17...0-0 was correct, then perhaps 18.\(\text{\textit{\&ac1}}\) \(\text{\&d6}\)

18.\(\text{c4}?!\)

18.\(\text{\&g5}\) dxc3 (18...\(\text{bxc3}\) 19.\(\text{\&xf6}\) gxf6

20.\(\text{\&xf6}\)=) 19.\(\text{\&ad1}\) equalises

18...0-0 19.\(\text{a3}\) a5!

19...\(\text{\&xc4}?!\) is not as good as White could play 20.\(\text{\&fc1}\) and after 20...\(\text{\&c6}\) 21.axb4=

20.\(\text{\&a4}\) \(\text{\&fc8}\) 21.\(\text{\&fc1}\) \(\text{\&e7}\) 22.\(\text{\&a2}\) \(\text{\&g6}\)

23.\(\text{g3}\) \(\text{\&eb8}\) 24.\(\text{h4}\) \(\text{\&f8}\)

Hiarcs' handling of the knights is entertaining and interesting. Steve says it reminded him of Petrosian! Now Rybkla's a3 and c4 pawns are in trouble and White must decide which one to lose

25.\(\text{\&ca1}?!\)

If 25.\(\text{\&c2}\) bxa3 26.\(\text{\&xa3}\) \(\text{\&xc4}\). This is still not so good for White, but it might have been slightly better than the game line

25...\(\text{\&xc4}\) 26.\(\text{\&c2}\) \(\text{\&a6}\) 27.\(\text{\&e5}\)

Rybkla has reacted aggressively to the loss of the second pawn, but...

27...\(\text{\&e6}!\) 28.\(\text{\&e5}\) d3! 29.axb4 axb4

30.\(\text{\&g2}\) \(\text{\&d4}\) 31.\(\text{\&f4}\)

31...\(\text{\&e2}\)

31...b3! also looks very strong!

32.\(\text{\&f3}\) \(\text{\&c3}\) 33.\(\text{\&g5}\) \(\text{\&h8}\) 34.\(\text{\&xc3}\) bxc3

35.e5 \(\text{\&g8}\) 36.\(\text{\&xf7}\)

White has equalised the material, but...

36.\(\text{\&b7}!\) 37.\(\text{\&xb7}\) \(\text{\&xb7}\)
Black's connected passed pawns are immense
38...g4 39...xa4 c2 40...c4 b1
41...a8 d2 42...c8
Here and also during the next few moves
Hiarcs is threatened with mate in 1!
42...h6
The mate threat could also be met with
42...g1+ 43...xg1 c1#. In a moment
Hiarcs will sac a rook while under a mate
threat!
43...xg8+ h7 44.h5 g1+ 45.g2 h1+
46.gxh1
[If 46.g2 xh5 and White's mate threat ends as the Black rook now has an escape
square on g6]
46...d1# 47.g2 d5+
47...d5+ 48.h3 xg8 49.g4 e6+ etc.
0-1. Steve's favourite game from the match.
The watching gallery (consisting of Steve and
his cat) showered the board with gold
coins!

**REV-HIARCS 13-3 - RES II-RYBKA 2.2N8**

Game 9. B23: An interesting way to get into
a Closed Sicilian

1.d4 c5 2.e4 d6 3.d4 b5 4.a4 e6
5.a3 g6
Hiarcs is out of book early again – it's an
interesting result of Steve forcing the
computers to go with his choices of first
move – they have often been 'thinking' early!
In some ways this is a truer test of an
engine's chess skill.
6.0-0 a6
In fact Rybka was still in its book and
there are quite a few known moves for White
here, with 7.a4 and 7.d3 at the top of the list.
But Hiarcs comes up with something totally
new which, if you check one or two PC
engines, you'll find they rate quite highly!
And of course Rybka also is now on its own,
and showing —11
7.b3!? N a5 8.d3 xb3 9.cxb3 e7
10.d4 0-0 11.e1 c7 12.e4 d6 13.dxc5
xc5 14.d2 d7 15.f6 d1 g4 16.g3

The computers have reached a quite inter-
esting position which gives equal chances
16...f6?!

Although Black's centre looks formidable
after this, it does slightly weaken Rybka's
king safety. So perhaps 16...ad8=
17.a4 c5?!
A bit wild?! 17...a7 seems to be best, and
if White plays 18.e2 e5 19.e3 b8 and
now I like 20.f4!? f7=
18...d5!

18...xf2+

Sadly for Black it's the only move
19.xf2 xf2 20.xf7#

Not 20.xf2? immediately when Black
would at least equalise with 20...exd5
21.e3 dxe4 22.xe4 f8 23.xd6 xcl
24.xc1 xd6 25.xh2 xh2 26.xd7 e5
20...f7 21.xf2 xh4 22.g5 e5
23.xf5 xf5 24.xf5 e8 25.e3 e7
26.f3
White's rooks are better, so Rybka sensibly exchanges a pair of them even though it does improve the Hiarcs pawns
26...\texttt{Axc}3+ 27.\texttt{bxc}3 \texttt{Ec}8 28.\texttt{d}3 \texttt{g}8 29.\texttt{d}4 \texttt{d}7 30.\texttt{xf}4 \texttt{Ec}8 31.\texttt{Ec}4!

Hiarcs is a pawn up. To exchange rooks or not!? I believe Hiarcs knows the right answer, but does Rybka?
31...\texttt{Axc}4?

If 31...\texttt{h}8 32.\texttt{h}4 \texttt{d}5 33.\texttt{h}6 \texttt{e}7 34.\texttt{e}3 (aiming to win the \texttt{d}5 pawn if possible)
34...\texttt{f}7 35.\texttt{d}4 \texttt{g}7 36.\texttt{h}3 \texttt{d}8, and Black is just about hanging on!
32.\texttt{bxc}4 \texttt{c}6?!

The wrong way, as Hiarcs shows immediately. 32...\texttt{e}7 would pose White more problems. But if it found 33.\texttt{g}4! \texttt{d}7 34.\texttt{e}4 \texttt{e}7 35.\texttt{d}5 then best is 35...\texttt{h}6 36.\texttt{a}4 \texttt{d}7
37.c5 \texttt{xc}5 38.\texttt{xc}5 \texttt{c}7 39.a5 and White is still going to win
33.\texttt{g}4 \texttt{h}5 34.\texttt{xb}5+ \texttt{axb}5 35.a3 \texttt{d}5
36.\texttt{h}5! \texttt{e}5 37.\texttt{g}4 \texttt{f}4 38.\texttt{h}3 \texttt{e}4 39.\texttt{h}6 \texttt{d}5 40.\texttt{g}7
Strange! Why not just 40.\texttt{hxh}7 \texttt{f}4
41.\texttt{g}7 1-0
40...\texttt{d}3 41.\texttt{g}5

Not 41.\texttt{hxh}7? which would actually give Black a bit of hope: 41...\texttt{xc}3 42.\texttt{g}5 \texttt{d}4
43.\texttt{xf}6 \texttt{d}3 44.\texttt{f}7 \texttt{d}2 45.\texttt{f}8\texttt{W} \texttt{d}1\texttt{W}. However

46.\texttt{g}7+ \texttt{b}3 47.\texttt{g}3+ \texttt{b}2 48.\texttt{f}6 and White will get a second queen.

The end would be 41...\texttt{fxg}5 42.\texttt{f}6 \texttt{xc}3
43.\texttt{f}7 and queens next move to win easily,
1-0. If you're keeping count it is now 7½-½ for Hiarcs!

\texttt{RES \textbf{II-RYBKA 2.2N8 - REV-HIARCS 13.3}}

Game 10. A26: English Opening vs Kings Indian defence

1.\texttt{f}3 \texttt{d}6 2.\texttt{c}4 \texttt{g}6 3.\texttt{g}3 \texttt{g}7 4.\texttt{g}2 0-0 5.0-0
\texttt{d}6 6.\texttt{d}3 \texttt{e}6 7.\texttt{b}1 \texttt{e}5 8.\texttt{d}3 \texttt{a}5 9.\texttt{a}3 \texttt{g}4

Now you usually get 10.h3 or 10.b4,
though \texttt{Nd}5 and \texttt{Bg}5 have also been tried,
but Rybka is out of its book and goes with...
10.\texttt{e}3\texttt{N}

Hiarcs is now out of book as well, showing White +27, though Rybka is on only +6
10...\texttt{c}8 11.\texttt{b}3 \texttt{d}7

12.\texttt{b}5

It is easy to see the b-pawn is poisoned:
12.\texttt{xb}7? \texttt{b}8? but if 13.\texttt{xe}5 Black must play 13...\texttt{xe}5 (winning the queen immediately is careless 13...\texttt{xb}7 14.\texttt{xd}7! \texttt{xd}7
with only a small advantage). Now 14.\texttt{xa}8
\texttt{xa}8+- is pretty much forced and clearly good for Black
12...\texttt{fb}8 13.\texttt{fd}1 \texttt{a}4 14.\texttt{xa}4?!

It was better not to take the pawn, but instead play 14.\texttt{g}5! and if 14...\texttt{f}5 15.b4
\texttt{axb}3 16.\texttt{xb}3=. Now a tactical melee results in an unusual material imbalance
14...\texttt{a}5! 15.\texttt{xe}5 \texttt{e}6 16.\texttt{xc}6 \texttt{xb}5
What an interesting material difference! White will win a rook, so we're going to have R+N+P v Q. But White must NOT be tempted to win the b8-rook immediately and instead go after the b5-rook!

17.\( \text{Qd}4 \)

If 17.\( \text{Qxb8? Eh5} \) 18.\( \text{Qc3 We8} \) 19.\( \text{Qxb7 Wxb8} \) and White has R+3P for the Q which is nothing like as good, in fact Black should certainly win from here

17...\( \text{We8} \) 18.\( \text{Qxb5 We2} \) 19.\( \text{Ad2 Gg4} \) 20.\( \text{Fe1 Wd7} \) 21.\( \text{Ff3 Fe6} \) 22.\( \text{Qac3 d5} \) 23.\( \text{b3 Fe8} \) 23...\( \text{d4?!} \) looks good: 24.\( \text{Qxd4 Gg4!} \) 25.\( \text{Fxg4 Qxd4+} \)

24.\( \text{Ee2 c6} \) 25.\( \text{Qd4 Wd6} \) 26.\( \text{b4 Qd7} \) 27.\( \text{Af2 Fa8} \)

28.\( \text{c5} \)

The alternative was 28.cxd5 and now 28...\( \text{Qxd5} \) 29.\( \text{Qxd5 cxd5} \) 30.\( \text{Cc2} \) is the best continuation, leaving Black with a small advantage

28...\( \text{Wc7!} \) 29.\( \text{a4 Qxd4} \) 30.\( \text{Qxd4 b6!} \)

Good play by Hiarcs

31.\( \text{Ec2} \)

Rybka can't take the pawn 31.cxb6? as 31...\( \text{Wxb4} \) attacks both the bishop and knight and White must lose one or the other

31...\( \text{bxc5} \) 32.\( \text{bxc5 Ba5} \) 33.\( \text{Bb2 Wf8} \)

33...\( \text{Qxc5} \) was also possible.

34.\( \text{Qf1 Qxc5} \) 35.\( \text{Qb6 We8?!} \)

Here 35...\( \text{Qxa4} \) was also possible, probably better in fact: 36.\( \text{Qxa4 Qxa4} \) leaving White with R+B v Q+P. But I must confess I find it hard to assess best lines in material imbalance situations like this, most of us humans are not really used to them and I'm sure that the computers play them better, more objectively

36.\( \text{Ee2} \) 37.\( \text{Bb7 Wd8} \) 38.\( \text{Qf2 Wf6} \) 39.\( \text{d4 Wxf3} \)

40.\( \text{Qxb3?!} \)

Probably moving the other rook (so \( \text{Q7b3} \)) was better, Rybka needs to be defending here

40...\( \text{Qf5} \) 41.\( \text{Ee2 Qf6} \) 42.\( \text{Qe1 Qg4} \) 43.\( \text{Qe2 Wf3} \) 44.\( \text{Qd2?} \)

44.\( \text{Qb1} \) was vital, then 44...\( \text{h5} \) 45.\( \text{Qg2} \) though it's still looking difficult for Rybka. As it happens Hiarcs misses the definitely winning reply!

44...\( \text{Qf5?!} \)

Not best, though Hiarcs is still ahead. But 44...\( \text{c5} \) 45.\( \text{Qxc5 d4} \) 46.\( \text{Qe4 Qd5} \) wins, 0-1

45.\( \text{Qb4?} \)

This mistake DOES get punished. 45.\( \text{Qg2} \) was necessary, and after 45...\( \text{Wd3} \) White could try 46.\( \text{Bb4} \) though 46...\( \text{Qc5} \) 47.\( \text{Qxc5 d4} \) and only 48.\( \text{Qf1} \) stands a chance as Black must find 48...\( \text{Qc3} \). If Hiarcs had found that it would be close to 0-1

45...\( \text{Qd3!} \) 46.\( \text{Qg2 Wf5} \) 47.\( \text{Qe8}+ Qg7 \) 48.\( \text{Qe1 Wd7} \)
58.\text{\textit{x}}xd3?! \\
Perhaps the best chance was to try and avoid a loss or exchange of pieces and let Hiarc\text{\textit{s}} continue in its struggle to find a breakthrough method.

So 58.\textit{d}d1 \textit{xa}4 59.\textit{e}e8. But I'd expect 59...\textit{a}a1 60.\textit{f}f1 \textit{xd}1 61.\textit{xd}1 \textit{f}f2+ 62.\textit{x}xf2 \textit{xd}1 63.\textit{e}e1 \textit{d}d2 to be within Hiarc\text{\textit{s}} abilities and this would certainly result in a 0-1 even though it would have made the game longer. Now Hiarc\text{\textit{s}} is able to finish the game and match sharply.

58...\textit{xd}3 59.\textit{ee}8 \textit{c}c5 60.\textit{e}e2 \textit{aa}8! \\
A neat sacrificial offer simplifies the finish

61.\textit{f}f1 \\
If 61.\textit{xa}8? \textit{xe}2 finishes it

61...\textit{f}f5 62.\textit{h}h3

Sacrificing to delay mate
62...\textit{e}hx3 \\
Mate follows, both engines know it:
63.\textit{g}g1 \textit{f}f1 64.\textit{e}e3 \textit{d}d4 65.\textit{e}e5 \textit{ee}8 66.\textit{h}h4 \\
\textit{exe}5 67.\textit{h}h2 \textit{exe}1 68.\textit{h}h5+ \textit{eh}x5 69.\textit{g}g4+ \\
\textit{exe}4 70.\textit{e}e3 \textit{eh}1# 0-1

Mark Uniacke quickly e-mailed his appreciation: "Thanks for running this match Steve. A very nice start for Hiarc\text{\textit{s}} on its first dedicated computer!"

"It is also particularly interesting because of the varied openings, and the way Hiarc\text{\textit{s}} dominated the Rybka2.2 version both positionally and tactically in all game phases. I don't think the opening book was a deciding factor in any game.

"Way back in 1993 Saitak had the opportunity to have the Hiarc\text{\textit{s}} engine at that time in their Sparc module - it had just won the World Microcomputer Championship in Munich on a Sparc processor, and would have made a very strong program back then for a dedicated computer. Perhaps it would have slowed down the rush to get everything onto PCs?! Unfortunately Saitak decided to go with something else, a great pity!"
Peter Grayson kindly brought the Eigenmann Endgame Suite to my attention recently, and it contains some interesting positions, some of which are quite tough!

There are 100 Positions in the Test, and the top scorer on my Quad Laptop, 1 minute for each position, was Houdini2 Pro which got 87 correct.

Houdini scored an amazing 95 on Peter's extremely fast hardware where the engines were also allowed 4 minutes for each position. But going through the positions I found a small number where the engines having found the right move still hadn't got a correct evaluation quite a bit later in the line, so maybe they got one or two more by luck than good management?!

We'll perhaps have a look at some of these debatable positions in a later issue, and see if we can sort out what's going on, but for this time I'm going to give you some of the clearer ones to have a look at!

First let me extend the results from my Quad Laptop, 1 minute per position, all engines running as 64-bit except as shown:

87 Houdini2 Pro
85 Rybka 4.1 SSE42
79 Naum 4.2
78 Stockfish 2.1.1 (no tablebases!)
78 Critter 1.2
78 Zappa Mexico 2
73 Shredder 12
69 Hiarcs 13 32-bit
65 Junior 12.5
55 Fritz 12 32-bit

Okay, here we go. I know some readers will fancy having a go at these on their own, or side-by-side with their PC, so I've put a basic Hint for each position, but I've put it underneath the Diagram. Therefore you can start working on the position without any assistance and also set your PC up, but if you get stuck and want a bit of help, then my hint might point you in the right direction!
**Eigenmann 21**  
Galitzky 1902. White to play and draw

[Hint: Quite a few of the positions involve the offer of a sacrifice at some point. Most engines get this, Hiarcs, Shredder and Stockfish are very quick!]

**Eigenmann 26**  
Queckenstadt 1920. White to play and win

[I think the first 2 moves are quite hard to find, but the key is the diagonal needed for supporting or stopping the queening]

**Eigenmann 33**  
Kubbel 1925. White to play and win

[Hint: The win uses the threat of Nc3+ on more than one occasion]

**Eigenmann 37**  
Pogosiants 1977. White to play and win

[Hint: I hope you know how to win the N+B ending, because that's where you have to get to in order to win this one! Houdini and Critter are fast, Rybka slow, and some fail even in 5 mins]

**Eigenmann 43**  
Zappa-Jonny, CompGame 2006  
White to play and draw

[Hint: Your choice should be Ng3 or Nf2, but only one of these moves gets the draw]

**Eigenmann 44**  
Kallstrom 1969. White to play and win

[Hint: You'd like to play 1.d7 but the fork Nc5+ seems to stop it. So how do you win?!!]
In issue 154 we went back 10 years to 2001, and I had enough signs of interest to indicate it would be something worth doing again. So this time I am going back 15 years to 1996 and, early next year I will see if I can find enough old issues to go back 20 years!

**Selective Search 1996**

- **Selective Search** was usually a 28 page issue, and had no photographs. The cover cost was £3.50 per issue and I had over 300 subscribers!
- Richard LANG's **Genius4** for Windows PC had just come out in time for Christmas 1995, as did Marty HIRSCH's **M Chess Pro5** and Mark UNIACKE's **Hiarc4**. They all cost £89 each! Hiarc also became available for the MAC!
- In New Zealand 4 PC engines played against 4 Club players with an average rating of 2296 Elo. The PC engines were on 486 computers, **Genius4** and **MChessPro4** each scored 3½/4, **Rebel6** scored 1½/4 and **Hiarc3** got 1/4.
- **The King** won the Open Dutch tournament with 9½/11, ahead of **Kallisto** with 8½, **Quest-Fritz** and **Arthur** with 8, and **Zarkov** with 7½.
- Phil GOSLING was running a Mephisto VANCOUVER 68020 in a BCCS Correspondence tournament. It was doing very well and, after dropping to 2446 Elo and out of the top 10 BCCS ratings for the first time, had just climbed back to 2461 and 9th when good friend Phil, always cheerful despite his ill health, sadly died.
- **Genius3** and **MChessPro5** came 1-2 in the WORLD MICRO COMPUTER CHAMPS with 8½, **Ferret**, **Nimzo3** and **Virtual Chess** were next with 7½, **Dark Thought**, **Hiarc**, **The King** and **Quest-Fritz** got 7. Amongst others were **Gandalf** (6½), **Junior** (6½), **Kallisto** (6½), **Shredder** (6), **Comet** (5) and Chess System Tal (4½). A dedicated computer was also entered... the Mephisto Montreux, and it scored a very creditable 5/11!
- **Fritz4** on a 150MHz Pentium PC (wow!) played a match against **Gary Kasparov**. Over-the-top Ray Keene described it as the 'MAN v MACHINE World Championship'. They only played 2 games and ChessBase's operator Matthias FEIST entered one of Kasparov's moves incorrectly in the first which cost Fritz the point as the match referee insisted that the same response as to this 'wrong' move still had to be played after Kasparov's move had been corrected. In the second Kasparov had connected passed pawns in the ending, but with opposite coloured bishops. In fact he over-pressed but was able to hold the draw for a 1½-½ win.
- The 6th HARVARD CUP was held, Computers vs (mostly) GMs. I had listed previous scores in a 1996 issue which are worth repeating here:
  - **1999 Comps 1½ - GMs 14½**
  - **1991 Comps 4 - GMs 12**
  - **1992 Comps 7 - GMs 18**
- Up to here it had been a 50/50 mixture of Dedicated Computers and PC Engines, but by 1991 the majority of the computer entries were PC engines.
  - **1993 Comps 9 - GMs 27**
  - **1994 Comps 18½ - GMs 29½**
- As the time control was G/25 and the PC hardware was getting faster by the year (P60 in 1993, P90 in 1994, but to be P133 in 1996), there was some hope that the Computers might get close to drawing the 1996 match, but it was not to be!
  - **1996 Comps 12½ - GMs 23½**
- Virtua Chess got 3½/6, MChess Pro 2½, ChessMaster 4000 got 3, WCChess got 1½/6, and Junior and Socrates scored just 1 each.
- We at COUNTRYWIDE COMPUTERS entered a Kasparov/Saltek GK2100 in the Bury St Edmunds tournament, where it scored a creditable 3/5 for an 1815 Elo rating.
- British GM Nigel SHORT easily beat MChess Pro5 on a P133 by 2-0. In their first game he used the Trompovsky Attack to win in just 31 moves!
- FREE PC Chess Software was beginning to appear on the Internet. One of the first was Rebel Decade, a reduced strength version of Ed SCHRODER's Rebel 7.
- The World Heavyweight Chess Championship took place, a 6 game Match between Gary Kasparov v Deep Blue! Kasparov lost game 1 in only 37 moves - 'Is the game up for Kasparov?", asked GM David Norwood in the Daily Telegraph. "Not yet," was Kasparov’s clear reply as he won games 2, 5 and 6. It seemed the more games they played the more Kasparov was able
to recognise and take advantage of computer weaknesses. An April Fool joke announced that the whole Deep Blue team had been sacked as a result, but main programmer Feng-Hsiung HSU later assured us this was not true! An assertion that "Humans still rule!" appeared in one match report, but another writer neatly asked "How many humans still rule?"

- Richard LANG announced the London upgrade for owners of Mephisto Modular, Exclusive and Munchen boards. It was to have 3 playing styles and users would be able to adjust pawn and piece values! It was expected to be between 30-40 Elo stronger than its predecessor, the Genius engine. A couple of months after this Mephisto then announced a new MM6 module for their boards, and the press-sensory Milano Pro and Atlanta, all by Franz Morsch! Happy days!

- The 11th. Aegon Tournament between Computers and Humans saw Yasser SEIRAWAN score 6/6! John van der Wiel and Rafael Vaganian got 5½/6, while Jonathan Speelman scored 5/6. The top PC engines were Quest, Nimzo, Now, Capture and Rebel7 with 4½/6, while Rebel Aegon, Zarkov4, MChess Pro, The King, Hiarc3, Kallisto, Diep and WChess scored 4/6. There were also some Dedicated computers playing: The Tasc R30 and Mephisto Genius 68030 scored 4/6, very creditable! And a Saitek Brute Force scored 3½, the Mephisto Berlin Pro got 3, and the Novag Diamond 2½.

- Rumours abounded of Bobby FISHER re-emerging in Argentina with comprehensive rules for his 'new' Shuffle Chess. It was not quite new in truth, SeiSearch50 had covered Jon SPEELMAN beating Fritz by 2-0 in a Shuffle Chess type match.

- Larry KAUFMAN announced the end of his annual production of the popular Computer Chess Reports, and the Austrian magazine Modul also closed down. Long live Selective Search!

- A new idea emerged as playing on the INTERNET was becoming more and more attractive: Karpov v The World! Anyone with access could send in their moves. After each of Karpov's moves we all had 7 minutes to send in our choice. Telecom, Finland's Internet server, sorted out the most popular reply. We made an immediate mistake by opening with 1.e4. Even Kasparov had given up using this against Karpov because he couldn't beat Karpov's Caro Kann. Inevitably the reply was indeed 1...c6 and it was all downhill from there. We lasted 32 moves.

- We ran the LCT II Test in issue 65, a suite of 35 positions, 14 Positional, 12 Tactical and 9 Endgame. In issue 66 I was able to show the results for a combination of 16 Dedicated computers and lots of PC engines on various Pentium Pro, Pentium and 486 hardware. There were 47 PC results making 63 results in total. What a wonderful response! For the record the top scores were:

  **Dedicated**
  - Tasc R30 1995 2435
  - Kasparov Risc 2500 2320
  - Mephisto Montreux 2315
  - Mephisto Genius 68030 2285
  - Mephisto Berlin Pro 2245
  - Novag Sapphire/Diamond 2230

- Pentium 90MHz
  - Hiarc3 2520
  - Hiarc4 2505
  - Genius3 2505
  - Genius4 2495
  - Genius2 2490
  - Rebel6 2485
  - Rebel7 2480
  - Fritz4 2465

- The 1996 World Micro Chess Computer Championship was held in Jakarta, Indonesia. This created a major problem as there was a £700 entry fee and many programmers would need to pay between £2,000-£2,500 for air travel and hotel expenses to attend. They also had to get their own PC there! However the entry list was good! Some of the pre-Tourney rankings were interesting: 1 Fritz, 2 Ferret, 3 Nimzo, 4 Virtua... 6 Crafty, 7 Junior, 8 Gandalf... 10 Shredder. 28 players altogether and the rankings were soon in disarray - after 6 rounds 10th ranked Shredder was already leading on 5½! The FINAL scores were Shredder 9/11, Ferret 8½, Nimzo7 7½. Others included: Crafty 7, Fritz and Virtua 6½, Gandalf and Francesca 6, Woodpusher 5½, Pandix 5. 'Where is Junior', you ask! Sadly they were unable to enter Indonesia. It was announced as 'for political reasons', but really was another sad example of anti-Semitism.

- That's it for 1996 - on the next page I have printed a copy of a typical front cover, and parts of both the Dedicated and PC Rating Lists as they appeared in issue 62, Mar-Apr 1996.
SELECTIVE SEARCH
The COMPUTER CHESS News Sheet

Est. 1985
Feb-Mar 1996
£3.50

Editor: Eric Hallsworth

SUBSCRIBE NOW to get REGULAR COPIES of the LATEST ISSUE and RATING LIST
Simply WRITE or PHONE the address and phone no. details are shown below.
£18 per year for 12 issues inc. by mail. Foreign addresses £24. For FOREIGN PAYMENTS please note that CHECKS must be in POUNDS STERLING, or use CREDIT CARD

• A REMINDER INSERT is included when you are sent the LAST ISSUE covered by your subscription.
• NEW SUBSCRIBERS: please state the number of the FIRST ISSUE that you wish your subscription to cover.
• ARTICLES, REVIEWS, GAMES sent in by Readers, Distribution, Programmers etc are welcome.

CONTENTS, ISSUE 62

3 FRITZ vs KASPAROV
6 NEWS & RESULTS
8 G/K-2100 at Bury Congress
11 MCCheSSPro vs Genius 68030
14 An SS reader plays his SAPPHIRE
16 WORLD MICRO CHAMPS: comment + games analysed
23 CORRESPONDENCE Chess. 27-28 RATING LISTS

*SELECTIVE SEARCH is produced by ERIC HALLWORTH. CORRESPONDENCE
and SUBSCRIPTIONS to Eric please @ The Red House, 46 High Street, Wilburton,
Cambs CB7 5AA. Or e-mail elc@physics.demon.co.uk

WCC COMPUTER CHESS PRODUCTS are available from COUNTRYWIDE COMPUTERS

16 High Street, Wilburton. Cambs CB7 5BB

RATING LIST: (c) Eric Hallsworth, 5502
Feb 1996

<table>
<thead>
<tr>
<th>Name</th>
<th>ELO</th>
<th>Games</th>
<th>Games Played</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eric Hallsworth</td>
<td>5502</td>
<td>5502</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Player</th>
<th>ELO</th>
<th>Games</th>
<th>Games Played</th>
</tr>
</thead>
<tbody>
<tr>
<td>Computer</td>
<td>5502</td>
<td>5502</td>
<td></td>
</tr>
</tbody>
</table>

The PENTIUM P/90 GAP

MCPro3 2473 2534 61
Genuis 4 2552 2552 75
Hircas#4 2522 2522 75
Rebel7 2544 2518 54
Rebel 2550 2506 108
Hircas 2408 2494 86
MCCPPro 2402 2473 71
Fritz 2344 2461 95
WChess 2363 2416 33
AVERAGE ELO 73
The 2011 WORLD COMPUTER CHAMPIONSHIPS!

I DELAYED sending this issue to my printers so as to include the RESULTS from the WORLD COMPUTER CHAMPIONSHIPS.

As HIARCS has done particularly well, I am very glad that I did! Most folk will know that I've been involved for many years in Opening Book preparation and testing for Mark Uiniacke's Hiarc engine.

The WORLD CHAMPIONSHIP

In the World Championship Hiarc started with 2½/3 and had an early lead. But then it suffered too many draws which allowed Shredder to catch it, and then Junior to overtake it near the end. Pandix suffered an amazing 11 move loss in round 7, due to an engine bug of some sort!

Congratulations to Amir Ban and Shay Bushinsky, Junior's popular programmers!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/8</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>JUNIOR</td>
<td>6</td>
</tr>
<tr>
<td>2=</td>
<td>HIARCS</td>
<td>5½</td>
</tr>
<tr>
<td>3=</td>
<td>SHREDDER</td>
<td>5</td>
</tr>
<tr>
<td>4=</td>
<td>PANDIX</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>JONNY</td>
<td>4½</td>
</tr>
<tr>
<td>6</td>
<td>THE BARON</td>
<td>3</td>
</tr>
<tr>
<td>7</td>
<td>BOOST</td>
<td>3</td>
</tr>
<tr>
<td>8</td>
<td>ROOKIE 3.4</td>
<td>1½</td>
</tr>
<tr>
<td>9</td>
<td>WOODPUSHER</td>
<td>0</td>
</tr>
</tbody>
</table>

I think there were more draws and difficult games than ever this time - as the engines get better and the hardware faster, then winning games is not at all easy. Even the aggressive Junior's 1st. place came from 4 wins and 4 draws!

The WORLD SOFTWARE CHAMPIONSHIP

In the World Computer Software Championship (the engines play on equal hardware) Hiarc again took an early lead but just couldn't beat Pandix from a good-looking position in the penultimate round. So it found itself level with Junior again! Now we had to beat Shredder and hope that Jonny could hold Junior!

**Hiarc - Shredder**

B42: Sicilian, Kan Variation

1.e4 c5 2.±f3 e6 3.d4 cxd4
4.±xd4 a6 5.±d3 ±f6 6.0-0 ±c7
7.±e2 d6 8.c4 g6 9.±c3 ±g7
10.±d1 0-0 11.±f3 ±c6 12.h3
±d7 13.±e3 ±xc3 14.bxc3 f6
15.±ab1 ±c5 16.±xc5 dxc5

23.g4! ±g8 24.h5 ±hx5 25.±hx5
±h8 26.±f6 ±g6 27.f4! A
marvellous all-out attack, sacri-
ficing the c3-pawn and risking
everything. It's exactly what we'd
have wanted Hiarc to do!

27...±xc3 28.±e3 ±a3 29.±b3
±a5 30.±e2 ±g7 31.±f1 ±d8
32.±xc5 ±d7 33.±xb7 ±c8
34.±b6!

Hiarc is in the happy position of having a great attack and, if
Shredder exchanges to simplify
things, a material advantage and
pressure with it! Also news came
c through... Junior has drawn!

34...±c6 If 34...±xb6 35.±xb6
±e8 36.±xe6 wins easily
35.±xd8+ ±xd8 36.±xg7 ±xg7
37.±xf5 ±b8 38.±d2 ±f7
39.±c2! ±xf5 Shredder can't
survive. If 39...±e7 40.±e4! wins.
If 39...±e7 40.±xe6 ±xe6 41.±d6
wins 40.±d6 ±d7 41.±g8+ ±f8
After 42.±xh6 it seems ±e4 is
best, but 43.±xe4 ±xe4 44.±f5 ±a5
45.±e6 wins comfortably. 1-0

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/8</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>HIARCS</td>
<td>5½</td>
</tr>
<tr>
<td>2</td>
<td>JUNIOR</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>PANDIX</td>
<td>3½</td>
</tr>
<tr>
<td>4=</td>
<td>JONNY</td>
<td>3</td>
</tr>
</tbody>
</table>

There will be more on the World Championships next time, with games, analysis, round by round reports, Hans' (in)famous Journal, and photos of course. Don't miss it!
**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 Processors**.

**CEGT 40/20 32/64-bit 1 cpu Rating List**
- [http://www.husvankempen.de/nunn](http://www.husvankempen.de/nunn)

Helps compare SOME engines at both 32 & 64-bit

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Houdini 1.5a x64</td>
<td>3201</td>
</tr>
<tr>
<td>2</td>
<td>Houdini 2.0 x64</td>
<td>3188</td>
</tr>
<tr>
<td>3</td>
<td>Houdini 1.5a x32</td>
<td>3160</td>
</tr>
<tr>
<td>4</td>
<td>Critter 1.2 x64</td>
<td>3159</td>
</tr>
<tr>
<td>5</td>
<td>Rybka 4.1 x64</td>
<td>3148</td>
</tr>
<tr>
<td>6</td>
<td>Komodo 3 x64</td>
<td>3145</td>
</tr>
<tr>
<td>7</td>
<td>Rybka 4 x64</td>
<td>3129</td>
</tr>
<tr>
<td>8</td>
<td>Critter 1.2 x32</td>
<td>3128</td>
</tr>
<tr>
<td>9</td>
<td>Stockfish 2.01 x64</td>
<td>3117</td>
</tr>
<tr>
<td>10</td>
<td>Stockfish 2.1.1 x64</td>
<td>3116</td>
</tr>
<tr>
<td>11</td>
<td>Komodo 2.03 x64</td>
<td>3112</td>
</tr>
<tr>
<td>12</td>
<td>Chronon 1.1 x64</td>
<td>3112</td>
</tr>
<tr>
<td>13</td>
<td>Stockfish 1.9.1 x64</td>
<td>3095</td>
</tr>
<tr>
<td>14</td>
<td>Rybka 3 x64</td>
<td>3093</td>
</tr>
<tr>
<td>15</td>
<td>Rybka 4 x32</td>
<td>3090</td>
</tr>
<tr>
<td>16</td>
<td>Critter 1.0 x64</td>
<td>3084</td>
</tr>
<tr>
<td>17</td>
<td>Rybka 3 x32</td>
<td>3048</td>
</tr>
<tr>
<td>18</td>
<td>Naum 4.2 x64</td>
<td>3024</td>
</tr>
<tr>
<td>19</td>
<td>Naum 4.2 x32</td>
<td>3001</td>
</tr>
<tr>
<td>20</td>
<td>Rybka 2.3.2a x64</td>
<td>2994</td>
</tr>
<tr>
<td>21</td>
<td>Fritz 13 x32</td>
<td>2985</td>
</tr>
<tr>
<td>22</td>
<td>Shredder 12 x64</td>
<td>2982</td>
</tr>
<tr>
<td>23</td>
<td>sjeng CT 2010 x64</td>
<td>2975</td>
</tr>
<tr>
<td>24</td>
<td>Naum 4/4.1 x32</td>
<td>2974</td>
</tr>
<tr>
<td>25</td>
<td>Gull 1.1 x64</td>
<td>2973</td>
</tr>
<tr>
<td>26</td>
<td>Gull 1.2 x64</td>
<td>2971</td>
</tr>
<tr>
<td>27</td>
<td>Spike 1.4 x32</td>
<td>2968</td>
</tr>
<tr>
<td>28</td>
<td>Hiarcs 13.2 x32</td>
<td>2964</td>
</tr>
<tr>
<td>29</td>
<td>Deep Fritz 12 x32</td>
<td>2955</td>
</tr>
<tr>
<td>30</td>
<td>Protector 1.4.0 x64</td>
<td>2949</td>
</tr>
<tr>
<td>31</td>
<td>Spark 1.0 x64</td>
<td>2948</td>
</tr>
<tr>
<td>32</td>
<td>Rybka 1.2f x64</td>
<td>2948</td>
</tr>
<tr>
<td>33</td>
<td>Junior 12.5 x64</td>
<td>2943</td>
</tr>
<tr>
<td>34</td>
<td>Spark 0.5 x64</td>
<td>2938</td>
</tr>
<tr>
<td>35</td>
<td>Doch 1.3.4 x64</td>
<td>2929</td>
</tr>
<tr>
<td>36</td>
<td>Deep Fritz 11 x32</td>
<td>2928</td>
</tr>
<tr>
<td>37</td>
<td>Hannibal 1.1 x64</td>
<td>2923</td>
</tr>
<tr>
<td>38</td>
<td>Hiarcs 13.1 x32</td>
<td>2920</td>
</tr>
<tr>
<td>39</td>
<td>Fritz 12 x32</td>
<td>2918</td>
</tr>
<tr>
<td>40</td>
<td>Fritz 11 x32</td>
<td>2912</td>
</tr>
<tr>
<td>41</td>
<td>Thinker 5.4D inert x64</td>
<td>2907</td>
</tr>
<tr>
<td>42</td>
<td>Zappa Mexico II x64</td>
<td>2902</td>
</tr>
<tr>
<td>43</td>
<td>Shredder WM Edition Bonn x32</td>
<td>2900</td>
</tr>
</tbody>
</table>

**CCRL 40/40 32-bit 1 cpu Rating List**
- [http://www.computerchess.org.uk/ccrl](http://www.computerchess.org.uk/ccrl)

An EQUAL, all 32-bit, comparison of the engines

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Houdini 2.0</td>
<td>3216</td>
</tr>
<tr>
<td>2</td>
<td>Houdini 1.5a</td>
<td>3206</td>
</tr>
<tr>
<td>3</td>
<td>Critter 1.2</td>
<td>3160</td>
</tr>
<tr>
<td>4</td>
<td>Rybka 4.1</td>
<td>3141</td>
</tr>
<tr>
<td>5</td>
<td>Stockfish 2.1.1</td>
<td>3134</td>
</tr>
<tr>
<td>6</td>
<td>Critter 1.01</td>
<td>3128</td>
</tr>
<tr>
<td>7</td>
<td>Komodo 3</td>
<td>3123</td>
</tr>
<tr>
<td>8</td>
<td>Stockfish 2.01</td>
<td>3119</td>
</tr>
<tr>
<td>9</td>
<td>Rybka 4</td>
<td>3118</td>
</tr>
<tr>
<td>10</td>
<td>Komodo 2.03</td>
<td>3110</td>
</tr>
<tr>
<td>11</td>
<td>Stockfish 1.9.1</td>
<td>3104</td>
</tr>
<tr>
<td>12</td>
<td>Rybka 3</td>
<td>3097</td>
</tr>
<tr>
<td>13</td>
<td>Critter 0.90</td>
<td>3092</td>
</tr>
<tr>
<td>14</td>
<td>Naum 4.2</td>
<td>3062</td>
</tr>
<tr>
<td>15</td>
<td>sjeng 2010 CT</td>
<td>3049</td>
</tr>
<tr>
<td>16</td>
<td>Naum 4/4.1</td>
<td>3048</td>
</tr>
<tr>
<td>17</td>
<td>Fritz 13</td>
<td>3044</td>
</tr>
<tr>
<td>18</td>
<td>Shredder 12 da=off</td>
<td>3034</td>
</tr>
<tr>
<td>19</td>
<td>Spike 1.4 leiden</td>
<td>3024</td>
</tr>
<tr>
<td>20</td>
<td>Komodo 1.3</td>
<td>3022</td>
</tr>
<tr>
<td>21</td>
<td>Chronon 1.1</td>
<td>3020</td>
</tr>
<tr>
<td>22</td>
<td>Rybka 2.3.2a</td>
<td>3015</td>
</tr>
<tr>
<td>23</td>
<td>Hiarcs 13.2</td>
<td>3014</td>
</tr>
<tr>
<td>24</td>
<td>Junior 12.5</td>
<td>3013</td>
</tr>
<tr>
<td>25</td>
<td>Komodo 1.2</td>
<td>3001</td>
</tr>
<tr>
<td>26</td>
<td>Fritz 12</td>
<td>2991</td>
</tr>
<tr>
<td>27</td>
<td>Hiarcs 13/13.1</td>
<td>2982</td>
</tr>
<tr>
<td>28</td>
<td>Protector 1.4.0</td>
<td>2979</td>
</tr>
<tr>
<td>29</td>
<td>Rybka 1.2f</td>
<td>2977</td>
</tr>
<tr>
<td>30</td>
<td>Hannibal 1.1</td>
<td>2977</td>
</tr>
<tr>
<td>31</td>
<td>Spark 1.0</td>
<td>2974</td>
</tr>
<tr>
<td>32</td>
<td>Gull 1.2</td>
<td>2965</td>
</tr>
<tr>
<td>33</td>
<td>Naum 3/3.1</td>
<td>2963</td>
</tr>
<tr>
<td>34</td>
<td>Junior 12</td>
<td>2962</td>
</tr>
<tr>
<td>35</td>
<td>Thinker 5.4D inert</td>
<td>2960</td>
</tr>
<tr>
<td>36</td>
<td>Fritz 11</td>
<td>2959</td>
</tr>
<tr>
<td>37</td>
<td>Doch 1.3.4</td>
<td>2949</td>
</tr>
<tr>
<td>38</td>
<td>Booot 5.1.0</td>
<td>2949</td>
</tr>
<tr>
<td>39</td>
<td>Shredder 11</td>
<td>2936</td>
</tr>
<tr>
<td>40</td>
<td>Junior 11.1A</td>
<td>2936</td>
</tr>
<tr>
<td>41</td>
<td>Toga II 1.4.1 SE</td>
<td>2930</td>
</tr>
<tr>
<td>42</td>
<td>Grapefruit 1.0</td>
<td>2930</td>
</tr>
<tr>
<td>43</td>
<td>Cyclone XTreme Fury</td>
<td>2930</td>
</tr>
</tbody>
</table>
Tasc R30-1995
Mephisto London 68030
Tasc R30-1993
Mephisto Genius2 68030
Mephisto London Pro 68020
Mephisto Lyon 68030
Mephisto Portorose 68030
Mephisto RISC2
Mephisto Vancouver 68030
Mephisto Lyon + Vanc 68020/20
Mephisto Berlin Pro 68020
Kasperov RISC 2500-512
Mep RISC1
Mephisto Monotreu
Kasperov SPARC/20
Mephisto Atlanta+Magellan
Kasperov RISC 2500-128
Mephisto London 68020/12
Novag Star Diamond/Sapphire
Fidelity Elite 68040v10
Mephisto Vancouver 68020/12
Mephisto Lyon 68020/12
Mephisto Portorose 68020
Mephisto London 68000
Novag Sapphire2+Diamond2
Fidelity Elite 68030v9
Mephisto Vancouver 68000
Mephisto Lyon 68000
Mephisto Berlin 68000
Meph Master+Senator+MilPro
Mephisto Almeria 68020
Novag Sapphire1+Diamond1
Mephisto MM4/Turbo18
Mephisto Portorose 68000
Fid Mach4+Des2325+68020v7
Fidelity Elite 2x68000v5
Mephisto Mega4/Turbo18
Mephisto Polgar/10
Mephisto Dallas 68020
Mephisto Roma 68020
Mephisto MM6+ExplorerPro
Kasperov G2100+Cougar
Kasperov Cosmos+Expert
Kasperov Brute Force
Mephisto Almeria 68000
Novag Citrine
Novag Scorpio+Diablo
Kasp Challenger+President
Fid Mach3+Des2265+68000v2
Mephisto MM4/110
Meph Dallas 68000
Mephisto Nigel Short
Mephisto MM5
Mephisto Polgar/5
Novag Obsidian
Mephisto Mondial 68000XL
Nov SuperForce+Expert C/6
Novag EmidClassic+Zircon2
Novag Star Ruby+Amber+Jade21952
Mephisto Montreal+Romae68000
Mephisto Milano
Mephisto Amsterdam
Mephisto Academy/5
Mephisto Mega4/5
Fidelity 68000 Mach2B
Kasperov Barracuda+Centuriion
Novag SuperForte+Expert B/6
Kasperov Maestro D/10 module
Fidelity 68000 Mach2C
Kasperov GK2000+Executive
Kasperov Explorer+TadvTrainer
Kasperov AdvTravel+Bravo
Mephisto MM4
Kasperov Talk Chess Academy
Mephisto Modena
Kasperov Maestro C/8 module
Mep Supermondi2+College
Mephisto Monte Carlo
Novag Super Forte+Expert A/6
Fidelity Travelmaster+Tiger
Fidelity 68000 Mach2A
Novag Ruby+Emerald
Kasperov Travel Champion
CXG Sphinx Galaxy
Conchess Pymate Victoria/5.5
Kasperov Monte Carlo
Kasperov TurboKing2
Novag Expert/6
Kasperov AdvTrainer+Capella
Conchess Pymate Roma/6
Fidelity Par Excellence/8
Fidelity 68000 Club B
Novag Expert/5
Novag Super Forte+Expert A/5
Fidelity Par Excellence
Fidelity Elite+Designer 2100
Fidelity Chesster
Novag Forte B
Fidelity Avant Garde
Mephisto Rebell
Kasp Stratos+Corona+B/6mod
Novag Forte A
Fidelity 68000 Club A
Novag Fouting
Novag Fouting
Kasperov Maestro A/6 module
Kasperov TurboKing1
Conchess/6
Mephisto Supermondi1
Conchess Pymate/5.5
SciSys Turbo Kasperov/4
Novag Expert/4
Kasperov Simultano
Fidelity Excellence/4
Kasperov Simultano
Conchess Pymate/4
Fidelity Elite C
Fidelity Excellence/4
Fidelity Elegance
SciSys Turbotar 432
SciSys Turbotar 432
Mephisto MM2
Fidelity Excellence/3+Des2000
Novag Jade1+Zircon1
Kasperov A/4 module
Conchess/4
Kasperov Renaissance basic
Kasperov Prisma+Blitz
Novag Super Constellation
Kasperov Blitz module
Novag Super Nova
Fidelity Prestige+Elite A
Novag Supremo+SuperVIP
Fidelity Sensory 12
SciSys Superstar 36K
Mephisto Exclusive S/12
Mephisto Chess School+Europa
Conchess/2
Novag Quattro
Novag Constellation/3.6
Fidelity Elite B
SciSys Supremo+SuperVIP
Mephisto Mondial2
Fidelity Elite original
Mephisto Mondial1
Novag Constellation/2
CXG Super Enterprise
CXG Advanced Star Chess
Novag AgatePlus+OpalPlus
Kasperov Maestro+Cosmic
Excilbur New York touch
Fidelity Sensory9
Kasperov Astral+Conquistador
Kasperov Cavalier
Chess 2001
Novag Mentor18+Amigo
GKM+Steinitz module
Excilbur Touch Screen
Mephisto 3
Kasperov Turbo 24K
SciSys Superstar original
GKM+Morphy module
Kasperov Turbo 16K+Express
Kasperov Turbo 16K+Express
Mephisto 2
SciSys C/C Mark6
Conchess A0
SciSys C/C Mark5
CKing Philidor+Counter Gambit
Mephisto Encore+Prodigy
Sargon Auto Response Board
Novag Solo
CXG Enterprise+Star Chess
Fidelity Chess Challenger Voice
ChessKing Master
Fidelity Chess Challenger 10
Boris Diplomat
Novag Save
e
Boris 2.5
1762
1757
1754
1744
1740
1734
1729
1729
1728
1716
1701
1688
1684
1681
1667
1665
1664
1658
1650
1646
1637
1631
1610
1609
1597
1591
1589
1589
1575
1550
1530
1528
1520
1520
1500
1494
1490
1485
1479
1476
1475
1472
1470
1470
1428
1426
1380
1358
1302
1270
1260
1260
1260
1175
1150
1100
1060