SELECTIVE SEARCH 157
THE COMPUTER CHESS MAGAZINE!

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STOP PRESS !!

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

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

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Eric and his wife **Chris** wish all *Selective Search* subscribers and readers
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NEWS AND RESULTS

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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** 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 Hiarcs and Shredder 2=, and in the **World Software Championship Hiarcs** 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!

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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**:

POS	ENGINE	SCORE/7
1	PANDIX	7
2	SPARK	5½
3	PRO DEO	5
4	THE KING	3½
5	SPARTACUS	3
6	ARMINIUS	2½
7	KALLISTO	1½
8	GADGET	0

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 Makamura** 2758, **Michael Adams** 2734, **Nigel Short** 2698, **Luke McShane** 2671, and **David Howell** 2633.

Carl Bicknell

CARL HAS been playing **Hiarcs13.3** on his iPhone against **Chessmaster GMedition** on a 3.6GHz quad Core i7.

Previously **Hiarcs12.4** on his iPhone had lost 7-3, but now **Hiarcs13.3** 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	Sjeng 2010
12	Chiron1.0
11	Hiarcs13.2
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 Tourny XV - Final Standings

Pos	Engine	Score/44
1	Houdini 2	33½
2	Critter 1.2	31½
3	Rybka 4.1	26
4	Stockfish 2.1.1	24½
5	Komodo 3	22
6	Shredder 12	20½
7	Spike 1.4 Leiden	20
8=	Naum 4.2 Sjeng 2010	19½
10	Chiron 1.0	18
11	Hiarcs 13.2	15½
12	Junior 12.5	13½

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

POS	ENGINE	SCORE/12
1	HOUDINI 1.5	10½
2	HOUDINI 1.5A	9½
3	RYBKA 3 HUMAN	6½
4	HIARCS 12	5½
5	CRITTER 1.2	5
6	RYBKA 4B	4½
7	ZAP ZANZIBAR	½

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 **Hiarcs12** result slightly contradicts that comment with an excellent effort in a tournament that sees **Rybka4** 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:

POS	ENGINE	SCORE/10
1=	PANDIX CHESS THINKER X	8
3	CHIRON X	7½
4	SJENG	6½
5	BOBCAT 2X	6
6	DARMENIOS	5½
7=	HANNIBAL X NIGHTMARE X CRAFTY TELEPATH REDQUEEN CHESS GOLDBAR TORNADO-C GAVIOTA THE BARON	5
	AND 5 OTHERS	

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.

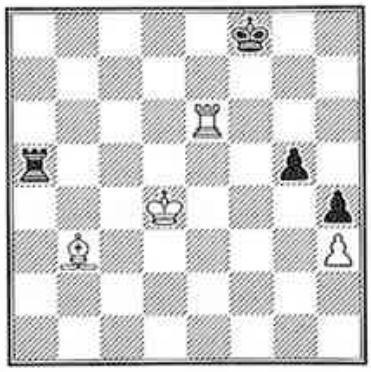
It might be worth thinking about buying Houdini 2 in the Chess Assistant **Professional package** - that way you get the Pro version of Houdini 2 together with the Pro version of the *Chess Assistant* advanced database with its fast searching, advanced analysis functions, 5 million game database, automatic 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 wont 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.

BILL REID's "TIME FOR ADJUDICATION"

TOUGH POSITIONS FOR COMPUTERS... AND SOMETIMES US!

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*.

White to move

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 wont 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*
- ***Rybka2.2n***: *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 wont 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.c4 e5 2.♘c3 ♘f6 3.g3 d5 4.cxd5 ♘xd5 5.♗g2 ♘b6 6.♘f3 ♘c6 7.d3 ♗e7 8.♗d2 ♗e6 9.0-0 0-0 10.♖c1 f5 11.♕c2 *I expect our dedicated friends were out of the Books by now, but for the record 11.♗e3 is usually played here, then 11...♔h8 12.♕d2 is probably best* **11...♕d7 12.♘g5 ♘d4 13.♕d1**

13...c5?! *Very bold, better seems to be [13...♗xg5 14.♗xg5 f4=* **14.♘xe6 ♘xe6 15.♖e1 ♘d4 16.f4** *I think 16.a4! threatening a5 would have maintained a definite advantage for White* **16...exf4 17.♗xf4 g5 18.♗e5 ♕e6 19.♗c7! ♖ac8 20.♗xb6 ♕xb6 21.♘d5! ♕d6 22.e3 ♘e6 23.♕a4 a6 24.♕b3 ♗d8**

Peter above with the Milano, and Rob below with his Galaxy

The Sphinx has a good position here. Though Black has more space the Galaxy's pawn structure is better and the ♘ is strong

on its d5 outpost **25.♕xb7?** *The pawn is heavily poisoned! 25.♖f1! b5 26.♖c2 threatening to double rooks on the f-file would give the Milano plenty to think about* **25...♖b8!** *The queen has nowhere to run to* **26.♕a7** *If 26.♘f6+ ♗xf6 and the queen escapes with 27.♕d5 ♖bd8 28.♕b3 but at the cost of the knight, and now 28...♖fe8 leaves Black well on its way to the win* **26...♖f7 27.♕xf7+** *27.♘c7 wouldn't have worked: 27...♗xc7 followed by ♗a5 still wins the queen for rook exchange, and now with the knight off the board as well* **27...♔xf7 28.♖f1 ♖xb2 29.♖xf5+ ♔e8 30.a4 ♖d2 31.♗e4 ♖a2 32.♘c3 ♖b2 33.♗d5 ♘c7 34.♘e4 ♕h6 35.♗f7+ ♔d7 36.♘xc5+?** *36.♘f2 was more stubborn, but 36...♗e7-+* **36...♔e7 37.h4 gxh4 38.♖cf1 ♕xe3+ 39.♔h1 hxg3** *This is mate in 6: 40.♖e5+ ♕xe5 41.♘e4 g2+ 42.♔g1 gxf1♕+ 43.♔xf1 ♕f4+ 44.♘f2 ♕xf2#* **0-1**

Saitek Centurion - Novag Obsidian

Round 1. C42: Petroff Defence

1.e4 e5 2.♘c3 ♘f6 3.♗c4 ♘c6 4.d3 ♗b4 5.♘f3 d6 6.0-0 ♗xc3 7.bxc3 0-0 8.♗g5 *This isn't a particularly well known line and Black's next is pretty rare, you usually see 8...h6 or ♗e6. But the Obsidian was out of its Book by now of course. Mainline theory plays ♘a5 at move 4!* **8...♘a5 9.♗d5 h6 10.♗h4 c6 11.♗b3 ♘xb3 12.axb3 ♖e8 13.c4 ♗g4 14.c3 ♖e6 15.♖e1 ♕e7 16.♕e2 ♕c7 17.♖a2 ♕d8 18.♖ea1 ♗xf3 19.♕xf3 ♕b6 20.b4 ♘d7 21.♗g3 ♘f8 22.♕e2**

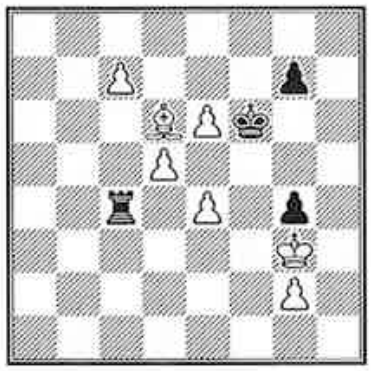
The play has been of high quality and hard to fault in any way so far. Now however the Obsidian misses the fact that it's a-pawn is in danger! **22...♘g6?!** *22...a6=* **23.♕e3!**

Henk studies his Obsidian's difficult position

♕xe3 *To avoid the exchange would mean 23...c5 24.♖a5 a6 25.bxc5 dxc5 26.♖xc5 leaving White a pawn ahead* **24.fxe3 a6 25.b5! cxb5** *If 25...c5 26.bxa6±. And not 25...axb5?? which loses a rook of course* **26.cxb5 ♖c8 27.bxa6 bxa6 28.c4 ♖b8 29.♖xa6 ♖b2 30.♖6a2 ♖b3 31.♖a3 ♖b2 32.h3 ♖e8 33.♖1a2**

33...♖eb8?! *White's persistence pays off as Black decides to exchange a pair of rooks. 33...♖b1+ 34.♔h2 ♔f8± was probably better* **34.♖xb2 ♖xb2 35.♖a6 ♖b1+ 36.♔f2 ♖b2+?!** *The first check was okay, but this just encourages the Centurion to improve its king's position* **37.♔f3 ♔f8 38.♖xd6**

38...♔e7 *38...h5 was a better idea, to try and slow down the White king's advance* **39.♖xg6?!** *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...fxg6 40.♗xe5 ♖d2?** *40...♖c2 was the best defence, slowing the pawns down* **41.d4! ♔f7 42.c5 ♖c2 43.♗d6 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.♔g3 ♔f6 48.c7 ♖c4 49.e5+ ♔f5 50.e6 ♔f6 51.e4!**



A nice picture for Centurion fans! **51...g5 52.♗e5+ ♔e7 53.♔xg4 ♖c2 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**

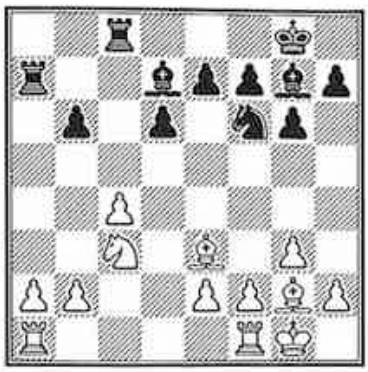
Results 1st round:
Centurion - Obsidian 1-0
Master - Brute Force 0-1
MM V - 5.0 Rebell ½-½
Mach III - Emerald ½-½
Galaxy - Milan 0-1

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

Mephisto Milano - Saitek Centurion

A39: Symmetrical English

1.c4 c5 2.♘c3 ♘c6 3.♘f3 ♘f6 4.g3 g6 5.♗g2 ♗g7 6.0-0 0-0 7.d4 cxd4 8.♘xd4 ♘xd4 9.♕xd4 d6 10.♕d3 *All mainline stuff, but now 10...♗f5 and a6 are usual and, if Black were to move the queen, 10...♕a5* **10...♕b6 11.♕e3 ♗d7 12.♕xb6 axb6 13.♗xb7 ♖a7 14.♗g2 ♖c8 15.♗e3**



15...♖xc4 *15...♘g4 looks better, then if 16.♗xb6 ♖a6 and the bishop has no safe retreat square, so probably 17.c5 dxc5 18.♖ad1 ♖xb6 19.♖xd7 ♖xb2 temporarily equalising material, though White will win the e7 pawn soon and retain some advantage* **16.♗xb6 ♖a6 17.♗e3 ♖b4 18.b3 ♗c6?** *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.♗xc6 ♖xc6 20.♖ac1!**

20...♖b7? *If the Centurion had put the rook on b8... 20...♖b8, then after 21.♘d5 ♖xc1 22.♘xf6+ ♗xf6 23.♖xc1 ♗b2, and things are not quite so bad* **21.♘d5! ♖xc1** *And now instead of ♘d5 as in the line just given...* **22.♖xc1! h5 23.♖c8+ ♔h7 24.♖c7! ♖xc7** *Moving the rook to b5 or b8 would just bring 25.♘xe7 and White is 2 pawns up, the delightful connected passed ones on the a and b files!* **25.♘xc7 ♘e4 26.a4!** *Here they go* **26...♘c3 27.♔f1 ♘d1 28.♗b6 ♘c3 29.a5** *Black played* **29...♘xe2** *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 ½-½
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 ½-½
Mach III - Master 0-1

4th round results:
Emerald - Brute Force 0-1
Galaxy - Centurion ½-½
Master - Milan 1-0
Rebell 5.0 - Obsidian 1-0
MMV - Mach III 1-0

The SCORES at this point were:

Pos	Computer	Score/4
1	BRUTE FORCE	4
		3½
		3
2=	EMERALD CLASSIC PLUS CENTURION	2½
4=	MILANO MASTER REBELL 5.0 MM5	2
8=	SPHINX GALAXY	1½
	OBSIDIAN	1
10	ELITE MACH3 AVANT GARDE	½
		0

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!

Top: Hein with his Renaissance Brute Force
Centre: Hans with his 2 entries, the Elite Mach3 Avant Garde and the Emeralnd Classic Plus
Bottom: Ries, Arbiter and here with his Centurion

Meph Milano - Revelation MMV

D36: Queens Gambit Declined

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♗g5 ♗e7 5.cxd5 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.♖be1 ♗d7?!** *It is surprising that the MMV didn't play 16...♗xh3 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**

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...♖ee8 26.♘c3 g6 27.a3 a5 28.a4 ♖a8 29.♖f2 ♗e6 30.♖fe2 ♖ad8 31.b3 ♖a8 32.♕e3 ♕xe3 33.♖xe3 h5 34.♖3e2 ♖ec8 35.♔h2 h4 36.g3 hxg3+ 37.♔xg3 ♔h7 38.♖e3 c5 39.♖3e2 cxd4 40.♘b5 ♗d7 41.♘xd4 ♖c3 42.♖e3 ♖ac8 43.♖1e2 ♔h6 44.♗a6 ♖8c5 45.h4 ♖xe3+ 46.♖xe3 ♖c1 47.♗e2 ♖g1+ 48.♔h2 ♖b1 49.♗f3**

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

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+ *Or 56.♔g4!* **56...♔g7 57.f8♕+ ♔xf8 58.hxg5 ♔g7 59.♖b7+ ♔f8**

60.♔g4 ♖c3 61.♖b5 d3

It's looking interesting. White is a pawn up but what can the d3−pawn do to change everything!? **62.♖xa5 ♖xb3** *62...♘g6 63.♖a6 ♘e5+ 64.♔f4 ♘xf3 65.♔xf3 ♖xb3 was the promising alternative, but if 66.♔e3 d2+ 67.♔xd2 ♖g3 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.♖a8+ ♔g7 64.♖g8+ ♔xg8 65.♗d5+ ♔g7 66.♗xb3 d2**

This is good fun! **67.♔f4! ♘f7 68.♗c2** *68.a5! ♘d6 69.a6 ♘c8 70.♗c2 ♔f8 71.g6 also wins* **68...♘d6 69.♔e3 ♘f7 70.g6 d1♕ 71.♗xd1 ♔xg6** *White has to win now, but let's watch the finish. With best play it's m/21* **72.♔d4 ♘d6 73.♔c5 ♘b7+ 74.♔c6 ♘a5+ 75.♔b5 ♘b7 76.♗c2+ ♔f6 77.♗d3 ♔e5 78.♔b6 ♘d6 79.a5 ♔d4 80.♗f1 ♔e5 81.a6 ♔d5 82.♔c7 ♘e8+ 83.♔b7 ♘d6+ 84.♔b8 ♘c4 85.♗xc4+ ♔xc4 86.♔c7** *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

The Cups were given out at the end as always, **Hein** was 1st., **Ries** 2nd on tie-break., and **Hans** came 3rd. but wasn't at the Award Ceremony, so Ries took his cup! I'm sure he will send it to him!!

Pos	Engine	Operator	SelSearch rating	Score/5
1	Saitek Renaissance BRUTE FORCE	Hein Veldhuis	2021	4
2=	Saitek CENTURION Novag EMERALD CLASSIC	Ries van Leeuwen Hans van Mierlo	1928 1954	3½
4=	Mephisto MILANO Mephisto MASTER	Peter Schimmelpenninck Theo Heukels	1950 2104	3
6=	Mephisto REBELL 5.0 Mephisto MMV Revelation	Luuk Hofman Ruud Martin	1825 1963 ?	2
8=	Sphinx GALAXY Novag OBSIDIAN	Rob van Son Henk van Weersel	1866 1961	1½
10	Fidelity Elite AG v2 (Mach III)	Hans van Mierlo	1981	1

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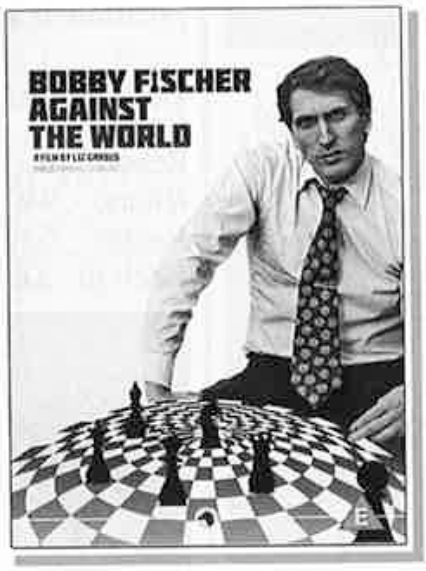

In 1958, 14-year old Robert James Bobby Fischer stunned the chess world by becoming the youngest Grand Master in history, launching a career that would make him a legend. Raised by his mother in Brooklyn he taught himself to play chess at the age of six and started beating seasoned adult chess players 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.

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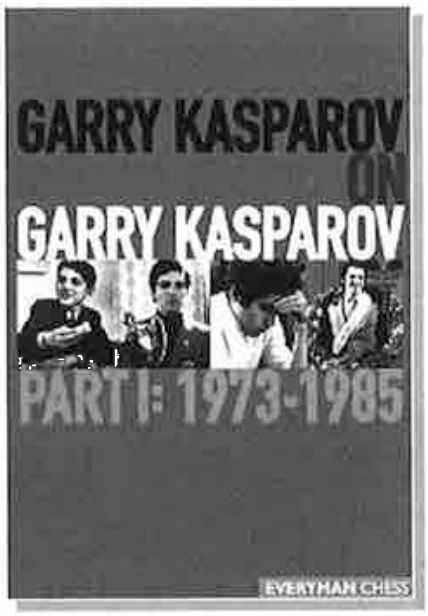

About the Author: Garry Kasparov is generally regarded as the greatest chess player ever. He was the thirteenth World Champion, holding the title between 1985 and 2000. His tournament record is second to none, featuring numerous wins in the world's major events, often by substantial margins. As well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

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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 Hiarcs13 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 **Hiarcs13.3** using the Hiarcs book tournament setting, and **Rybka2.2n8** using the Noomens standard book.

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

So here we go again... game 5!

REV-HIARCS 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 ♘dxb4 9.♘c3

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

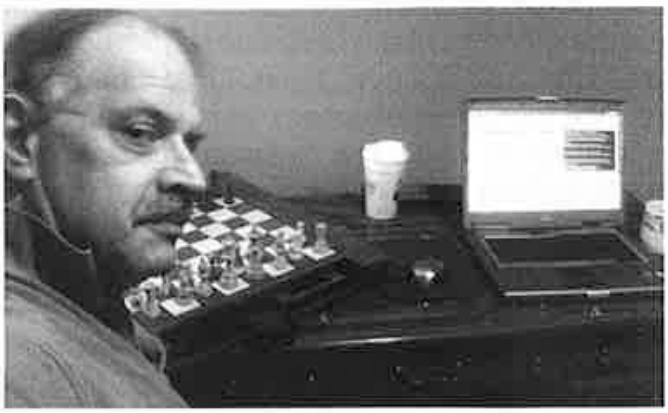
9...♗d7 10.0-0 a6

Hiarcs 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



In our photo of Steve he is playing in the Paris 2008 tournament, via the Internet, with a Saitek Renaissance Sparc

We've had another early queen exchange! But although Black (Hiarcs) 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.♖fc1 ♔e7

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

17.e3 f6 18.d5 h5 19.dxe6

19...♗xe6

19...♔xe6? would put Black and its king in

some danger: 20.♖d1 ♗c8 21.♘d5!±
20.♘d5+ ♔d6?!
If 20...♗xd5 21.♗xd5 Black could play 21...c6 22.bxc6 ♘xc6 23.♖xc4 ♖hc8. White's rooks look better but its advantage is minimal
21.♖d1!
Obvious but still worth a !
21...♗xd5 22.♖xd5+ ♔e7 23.♖ad1 axb5 24.♖d7+ ♔e6 25.♖xg7 ♘c6 26.♗d5+ ♔d6 27.♗xc4+
White equalises material
27...♔c5 28.♗e2 ♖a2 29.♖xc7 ♖xb2
Rybka has 2 passed pawns – but they're both on the b–file!
30.♗f3 ♔b6 31.♖f7 ♖h6 32.♔g2 b4 33.♖dd7 ♘a5 34.♖d6+ ♘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 b4–pawn and grab the one on b7 with 37.♖dd7 h4 38.♖xb7+ ♔a5±
36.e5! ♖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.♗d5 ♘a5 40.♗xb3 ♖e8
Not 40...♖xb3? 41.e7! ♖xd3 42.♖f8 1-0
41.♖d6+ ♔c5 42.♖d5+ ♔b6 43.♗d1 ♖xe6 44.♖xh5 ♘c6 45.♖hh7 ♔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.♖hxc6+ ♔d5 51.♖f6 looks to settle it
48.♖hc7+ ♘c6 49.♗c4
A nice little idea
49...♖a5 50.♖c8 ♖d1 51.♖bc7 ♔xc4 52.♖xc6+ ♔d5 53.♖xf6 ♔e5 54.♖h6 ♖aa1 55.f4+ ♔e4 56.♖e8+ ♔d4 57.♖d6+ ♔c5 58.♖xd1 ♖xd1
The game could be stopped here, White has the win for certain **59.♖c8+ ♔b6 60.g4 ♖d2+ 61.♔g3 ♖d3+ 62.♔h4 ♖d5 63.f5 1-0**. So Hiarcs regains it's 2 point lead, **3½–1½**

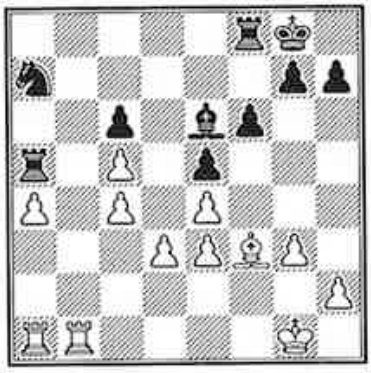
Res II-Rybka 2.2n8 - Rev-Hiarcs 13.3

Game 6.A22: English Opening

1.c4 e5 2.♘c3 ♘f6 3.g3 ♗b4 4.♗g2 0-0 5.e4 d6 6.♘ge2 ♗c5
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 Rybka out of book and the Rybka move does the same to Hiarcs. Although Rybka consid–ers 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 favours 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 ♖e8∓, but I guess Hiarcs must have seen something along the line it

didn't like
10.♘xc5 dxc5 11.♗e3 ♕d6 12.♘c3 ♘g4 13.♘d5
White could have retained the slight advantage of the two bishops by playing 13.♗c1, but was obviously attracted by the knight outpost
13...♘xe3 14.fxe3 f6 15.♕b3 b6 16.♕a4 ♘a7

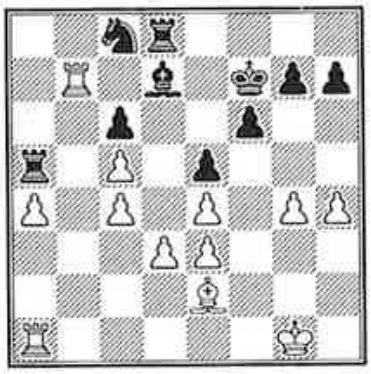
17.♗f3?
Missing a tactic based on the undefended d3–pawn, which is why 17.♖ad1 was necessary. E.g. 17.♖ad1 and after 17...c6 18.♘c3 ♕c7 19.♕c2 when Black's advantage is minimal at best
17...c6 18.♘xb6
White can't play 18.♘c3? because of 18...♕xd3 19.♖fe1 ♕xc4∓
18...♖ab8 19.♕xa5
White is 2 pawns up, but the ♘ cannot be saved
19...♕c7 20.b4 ♕xb6 21.♕xb6 ♖xb6 22.bxc5 ♖a6 23.a4 ♖a5 24.♖fb1



Black still has a knight for 3 pawns, but already one feels that the Rybka pawns could be suspect in due course
24...♖d8
24...♖xc5? would be a mistake as Rybka could then have levelled the game with

One of Ruud Martin's RESURRECTION boards

25.a5! f5 26.♖b7 ♖f7 27.a6∞
25.♗e2 ♘c8! 26.♖b8! ♔f7
Again not 26...♖xc5? because of 27.a5! ♖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.a6 ♘a7!
Let's not play the necessary ♖f8. So after 27.a5! let's try 27...h6? 28.a6! But now 28...♖f8 is too late: 29.a7 ♘xa7 (forced) 30.♖xf8+ ♔xf8 31.♖xa7. Here White's extra pawn and rook on the 7th will win quite easily) 29.♖b7+–
27.h4 ♔g8 28.g4 ♔f7 29.♖b7+ ♗d7



30.♖b8
30.d4!? might have been worth a try. If 30...exd4 31.exd4 White's pawns are beginning to threaten and could even be worth more than the knight!
30...♔e8 31.♔f2 ♘e7!
Readers will note that I have stopped commenting that ♖xc5 is ? The reason is the same: with a5 White would get a good advantage every time
32.♖xd8+ ♔xd8 33.d4 ♘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 ♗c8 37.♔f3 ♘d7 38.♔e2 ♘xc5-+

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 ♘xc5 38.♔f3 ♗xg4+ 39.♔xg4 ♖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 ♖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 ♔e7 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 ♗a6 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.dxc6 ♔d8 (the ♘ is pinned) 47.cxd7 with a fighting chance of a draw with careful play!

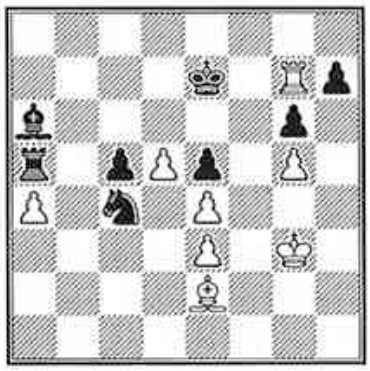
41...♖a5 42.♖a1 ♔d7 43.♔g3 ♔e7 44.♔f3 ♗c8 45.♔g3 c5 46.♗d3 ♗a6 47.♔f3 ♔f7 48.♔g3

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 ♘b6 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 misplaced its king on the back rank more than once, and this allowed White another decent chance to save the game.

Instead 54...♔f8 55.♖xh7 ♘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! ♘xe3 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.♖xh7 ♘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.♔f1 c3 64.♔e2 ♖a7 65.♖xa7
If 65.♖xe5 c2 66.♔d2 ♘c4+ 67.♔c1 ♘xe5 is m/9
65...♔xa7 66.♔d1 ♔b6 67.♗a8
67.♗b5? is no better: 67...♘xb5 68.axb5 ♔xb5 and all White can do is delay the end by pushing the d–pawn. But after the Black ♔ captures it then it comes down the board to win the game
67...♗b1 68.♔c1 c2 69.♗c6 ♘e4 70.♗b5 ♘c3 71.♗c4 ♔c5 72.♗b3 ♘e2+
Steve says that Hiarcs had announced mate in 10 at move 70 and after 73.♔d2 c1♕+ 74.♔xe2 would have various ways to finish the game. One is 74...♕b2+ 75.♔f1 ♕xb3 76.♔f2 ♗e4 77.♔e1 ♕b2 78.a5 ♗d3 79.♔d1 ♕c2+ 80.♔e1 ♕e2# **0-1**

Rev-Hiarcs 13.3 - Res II-Rybka 2.2n8

Game 7. D48: Semi-Slav, Meran System

1.♘f3 ♘f6 2.c4 e6 3.d4 d5 4.♘c3 c6 5.e3 ♘bd7 6.♗d3 dxc4 7.♗xc4 b5 8.♗d3 ♗b7 9.0-0 a6 10.e4 c5 11.d5 ♕c7 12.dxe6 fxe6 13.♗c2 c4 14.♘d4
The Hiarcs book ends, it shows +26
14...♘c5 15.e5
In this often played opening 15.♗e3 is more popular here, and e5 actually has a poor 20% record! But being rarer it puts Rybka, showing only +3, out of its book
15...♕xe5 16.♖e1 ♕d6 17.♗f5 ♖d8 18.♘xe6 ♕xd1 19.♘xd1 ♘xe6 20.♗xe6

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...♗e7 21.♗g5 was played in a game involving Szabo
20...♘e4N 21.♘c3 ♗b4 22.♗f4 ♖f8
It looked as if 22...♘xc3?! 23.bxc3 ♗xc3 would win a pawn, but 24.♗d5+ ♔d7 25.♗xb7 ♗xe1 26.♖xe1 ♖he8 27.♗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.♗e5 ♘xf2 24.♗xg7 ♘d3 25.♗xc4+ ♘xe1 26.♖xe1+ ♔d7 27.♗xf8 ♖xf8

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.♗d3 ♗c5+ 29.♔h1 ♗d4 30.♘e4 ♗d5 31.b3 ♔c6! 32.♗b1 ♗g7 33.♘g3 ♖f2 34.♘f5 ♔b6 35.♔g1
35.♘xg7 would have been okay, though we'd soon see it doesn't win a bishop after 35...♖xg2 36.♗e4 ♗xe4 37.♖xe4 ♖xg7 and material is equal and the game almost certainly drawn

35...♖xg2+ 36.♔f1 ♔c5 37.a3 ♖g5 38.b4+ ♔b6 39.h4 ♖g4 40.♘xg7 ♖xg7 41.♖e5 ♖f7+ 42.♔e1 ♗c4 43.♔d2 ♖f6 44.♔e3 ♖h6 45.♖e4 ♔c6 46.♖d4 ♗d5 47.♗f5 ♗e6 48.♗c2 ♗d5 49.a4

49...♖e6+?!

This is a small mistake at least – maybe it's a big one?! It allows the White king to penetrate, so probably 49... ♖h5 or ♔d6 were better choices

50.♔f4 h6 51.♔f5

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...♖d6?!

51...♖e3 was better, and after 52.axb5+ axb5 53.♔f6 ♔d6 could hold

52.axb5+ axb5 53.♗d3 ♗e6+ 54.♔e5 ♖xd4 55.♔xd4

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...♗a2?

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...♔d6 loses a pawn but 56.♗xb5 ♗d5 57.♗c4 ♗c6 might get the draw

56.♔e5! ♗c4 57.♗g6 ♗e2 58.♗e8+ ♔c7 59.♔d5 ♔b6 60.♔d6 ♔b7 61.♔e6 ♔c7 62.♔e7 ♗f1 63.♗h5

63...♗g2?!

63...♔c6 was better, then 64.♔e6 ♔c7 65.♔f6 ♔d6. Now White would need to find 66.♗f3! which retains winning chances

64.♔f6! ♔d6 65.♔g6 ♔d5 66.♗e2

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

66...♔d4 67.♗xb5 ♔c3 68.♗e2

Again the only winning move – well played Hiarcs!

68...♔xb4 69.♔xh6

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

69...♔c3 70.h5 ♗e4 71.♔g5 ♔d4 72.h6 ♗h7

Playing 72...♔e5 would probably make it more difficult for White practically, as the bishop stops White from playing h7. But White can go 73.♗h5 and if 73...♗d3 74.♗g6 of course

73.♗h5! ♔c4

74.♗g6 ♗g8 75.♔f6 ♔b5 76.♔g7 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!?

Res II-Rybka 2.2n8 - Rev-Hiarcs 13.3

Game 8. D00: Unusual lines

1.♘c3 ♘f6 2.d4 d5 3.♘f3 c5 4.dxc5 ♘c6 5.e3N

5.e4 d4 6.♘e2 is more usual, but the whole line is quite rare so it is not surprising that Rybka was already out of its book and manages to play a totally new move. And it looks okay to me!

5...e6 6.♗d3

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

6...♗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...♗b4?! but 8.e4 is now good for White

7...e5!? 8.e4 d4 9.♘a4?!

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

9...♗e7 10.c3 ♗g4!

11.h3?!

I prefer 11.cxd4 ♘xd4 12.♗e2 ♗xf3 13.♗xf3 when Black is slightly better developed but the game is fairly even

11...♗xf3! 12.♕xf3 ♕a5!

Exposing the knight's problem which I referred to

13.♗c2 b5 14.♘c5 ♗xc5 15.b4 ♕b6

15...♘xb4 16.cxb4 ♗xb4 would have put Black 2 pawns up, but Rybka would get some counterplay with 17.♗g5. Black would stand better here, but with 15...♕b6 I think Hiarcs was typically trying to retain more initiative

16.bxc5 ♕xc5 17.♗d2 b4?!

Hiarcs gets away with this. 17...0-0 was correct, then perhaps 18.♖ac1 ♕d6∓

18.c4?!

18.♗g5! dxc3 *(18...bxc3 19.♗xf6 gxf6 20.♕xf6=)* 19.♖ad1 equalises

18...0-0 19.a3 a5!

19...♕xc4?! is not as good as White could play 20.♖fc1 and after 20...♕e6 21.axb4=

20.♗a4 ♖fc8 21.♖fc1 ♘e7 22.♖a2 ♘g6

23.g3 ♖cb8 24.h4 ♘f8

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

25.♖ca1?!

If 25.♗c2 bxa3 26.♕xa3 ♕xc4. This is still not so good for White, but it might have been slightly better than the game line

25...♕xc4 26.♖c2 ♕a6 27.♖c5

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

27...♘e6! 28.♖xe5 d3! 29.axb4 axb4 30.♔g2 ♘d4 31.♕f4

31...♘e2

31...b3! also looks very strong!

32.♕f3 ♘c3 33.♖g5 ♔h8 34.♗xc3 bxc3 35.e5 ♘g8 36.♕xf7

White has equalised the material, but...

36...♕b7+! 37.♕xb7 ♖xb7

Black's connected passed pawns are immense

38.♖g4 ♖xa4 39.♖gxa4 c2 40.♖c4 ♖b1 41.♖a8 d2! 42.♖cc8

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.♔h2 ♖h1+ 46.♔xh1

[If 46.♔g2 ♖xh5 and White's mate threat ends as the Black ♔ now has an escape square on g6

46...d1♕+ 47.♔g2 ♕d5+

47...♕d5+ 48.♔h3 ♕xg8 49.♖a1 ♕e6+ etc.

0-1. Steve's favourite game from the mach. 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.♘c3 c5 2.e4 ♘c6 3.♗b5 ♘d4 4.♗c4 e6 5.♘ge2 ♘f6

Hiarcs is out of book early again – it's an interesting result of Steve forcing the computers to go with <u>his</u> 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.♗f4 d6 13.dxc5 ♕xc5 14.♕d2 ♗d7 15.♖fd1 ♘g4 16.♘g3

The computers have reached a quite interesting 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.♖ac1 g5?!

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!

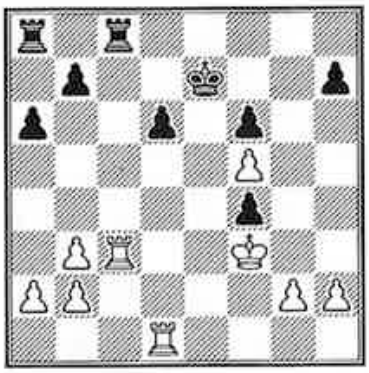
18...♕xf2+

Sadly for Black it's the only move

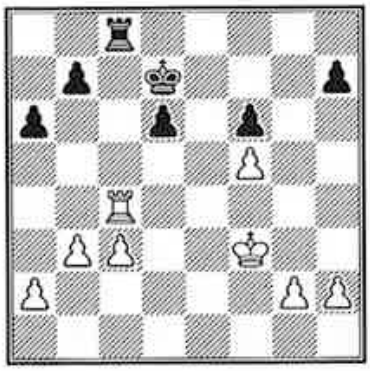
19.♕xf2 ♘xf2 20.♘xe7+

Not 20.♔xf2? immediately when Black would at least equalise with 20...exd5 21.♗e3 dxe4 22.♘xe4 ♖fc8 23.♘xd6 ♖xc1 24.♖xc1 ♗xd6 25.♖d1 ♗xh2 26.♖xd7 ♗e5

20...♔f7 21.♔xf2 gxf4 22.♘gf5 exf5 23.♘xf5 ♗xf5 24.exf5 ♖fc8 25.♖c3 ♔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...♖xc3+ 27.bxc3 ♖c8 28.♖d3 ♖g8 29.♖d4 ♔d7 30.♖xf4 ♖c8 31.♖c4!



Hiarcs is a pawn up. To exchange rooks or not!? I believe Hiarcs knows the right answer, but does Rybka?
31...♖xc4?
If 31...♖h8 32.♖h4 d5 33.♖h6 ♔e7 34.♔e3 (aiming to win the d5 pawn if possible) 34...♔f7 35.♔d4 ♔g7 36.♖h3 ♖d8, and Black is just about hanging on!
32.bxc4 ♔c6?!
The wrong way, as Hiarcs shows immediately. 32...♔e7 would pose White more problems. But if it found 33.g4! ♔d7 34.♔e4 ♔e7 35.♔d5 then best is 35...h6 36.a4 ♔d7 37.c5 dxc5 38.♔xc5 ♔c7 39.a5 and White is still going to win
33.♔g4 b5 34.cxb5+ axb5 35.a3 ♔d5 36.♔h5! ♔e5 37.g4 ♔f4 38.h3 ♔e4 39.♔h6 d5 40.♔g7
Strange! Why not just 40.♔xh7 ♔f4 41.♔g7 1-0
40...♔d3 41.g5
Not 41.♔xh7? which would actually give Black a bit of hope: 41...♔xc3 42.g5 d4 43.gxf6 d3 44.f7 d2 45.f8♕ d1♕. However 46.♕g7+ ♔b3 47.♕g3+ ♔b2 48.f6 and White will get a second queen.
The end would be 41... fxg5 42.f6 ♔xc3 43.f7 and queens next move to win easily. **1-0**. If you're keeping count it is now **7½–1½** for Hiarcs!

Res II-Rybka 2.2n8 - Rev-Hiarcs 13.3

Game 10. A26: English Opening vs Kings Indian defence

1.♘f3 ♘f6 2.c4 g6 3.g3 ♗g7 4.♗g2 0-0 5.0-0 d6 6.♘c3 ♘c6 7.♖b1 e5 8.d3 a5 9.a3 ♗g4
Now you usually get 10.h3 or 10.b4, though Nd5 and Bg5 have also been tried, but Rybka is out of its book and goes with...
10.♗e3N
Hiarcs is now out of book as well, showing White +27, though Rybka is on only +6
10...♕c8 11.♕b3 ♕d7

12.♕b5
It is easy to see the b–pawn is poisoned: 12.♕xb7? ♖fb8! but if 13.♘xe5 Black must play 13...♘xe5 *(winning the queen immediately is careless 13...♖xb7 14.♘xd7! ♗xd7 with only a small advantage)*. Now 14.♕xa8 ♖xa8-+ is pretty much forced and clearly good for Black
12...♖fb8 13.♖fd1 a4 14.♘xa4?!
It was better not to take the pawn, but instead play 14.♘g5! and if 14...♗f5 15.b4 axb3 16.♕xb3=. Now a tactical melee results in an unusual material imbalance
14...♖a5! 15.♘xe5 ♕e6 16.♘xc6 ♖xb5

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.♘d4

If 17.♘xb8? ♖h5 18.♘c3 ♕e8 19.♗xb7 ♕xb8 and White has R+3P for the Q which is nothing like as good, in fact Black should certainly win from here

17...♕e8 18.♘xb5 ♗xe2 19.♖d2 ♗g4 20.♖e1 ♕d7 21.f3 ♗e6 22.♘ac3 d5 23.b3 ♖e8

23...d4!? looks good: 24.♘xd4 ♘g4! 25.fxg4 ♗xd4∓

24.♖ee2 c6 25.♘d4 ♕d6 26.b4 ♘d7 27.♗f2 ♖a8

28.c5

The alternative was 28.cxd5 and now 28...♗xd5 29.♘xd5 cxd5 30.♘c2 is the best continuation, leaving Black with a small advantage

28...♕e7! 29.a4 ♗xd4 30.♗xd4 b6!

Good play by Hiarcs

31.♖c2

Rybka can't take the pawn 31.cxb6? as 31...♕xb4 attacks both the bishop and knight and White must lose one or the other

31...bxc5 32.bxc5 ♖a5 33.♖b2 ♕f8

33...♖xc5 was also possible

34.♗f1 ♘xc5 35.♖b6 ♕c8?!

Here 35...♘xa4 was also possible, probably better in fact: 36.♘xa4 ♖xa4 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.♖eb2 ♘d7 37.♖b7 ♕d8 38.♗f2 ♕f6 39.d4 ♕xf3

40.♖2b3?!

Probably moving the other rook (so ♖7b3) was better, Rybka needs to be defending here

40...♕f5 41.♖b2 ♘f6 42.♗e1 ♘g4 43.♖e2 ♕f3 44.♗d2?

44.♖b1 was vital, then 44...h5 45.♗g2 though it's still looking difficult for Rybka. As it happens Hiarcs misses the definitely winning reply!

44...♗f5?!

Not best, though Hiarcs is still ahead. But 44...c5! 45.dxc5 d4 46.♘e4 ♗d5 wins, 0-1

45.♖b4?

This mistake DOES get punished. 45.♗g2 was necessary, and after 45...♕d3 White could try 46.♖b4 though 46...c5 47.dxc5 d4 and only 48.♗f1 stands a chance as Black must find 48...♘e3. If Hiarcs had found that it would be close to 0-1

45...♗d3! 46.♗g2 ♕f5 47.♖e8+ ♔g7 48.♗e1 ♕d7

49.♖bb8

If 49.♖eb8 ♕e6 50.♗d2 ♘e3 wins

49...♕a7 50.♖g8+ ♔h6 51.♖b4 ♗c4 52.♔h1

There was nothing better, it is played because White wont now be in check after Black's next

52...♕xd4 53.♖b2 g5 54.♖e8 ♖a6?!

Hiarcs appears to be 'fiddling around' – i.e. struggling to find a winning tactic! 54...♖a7 would have left the rook with more scope to centralise or get to the kingside

55.♖e7 ♘e5 56.♖f2 ♔g6 57.♖d2 ♘d3

58.♖xd3?!

Perhaps the best chance was to try and avoid a loss or exchange of pieces and let Hiarcs continue in its struggle to find a breakthrough method.

So 58.♘d1 ♖xa4 59.♖e8. But I'd expect 59...♖a1 60.♗f1 ♖xd1 61.♖xd1 ♘f2+ 62.♗xf2 ♕xd1 63.♖e1 ♕d2 to be within Hiarcs abilities and this would certainly result in a 0-1 even though it would have made the game longer. Now Hiarcs is able to finish the game and match sharply.

58...♕xd3 59.♖e8 c5 60.♘e2 ♖a8!

A neat sacrificial offer simplifies the finish

61.♗f1

If 61.♖xa8? ♕xe2 finishes it

61...♕f5 62.♗h3

Sacrificing to delay mate

62...♕xh3

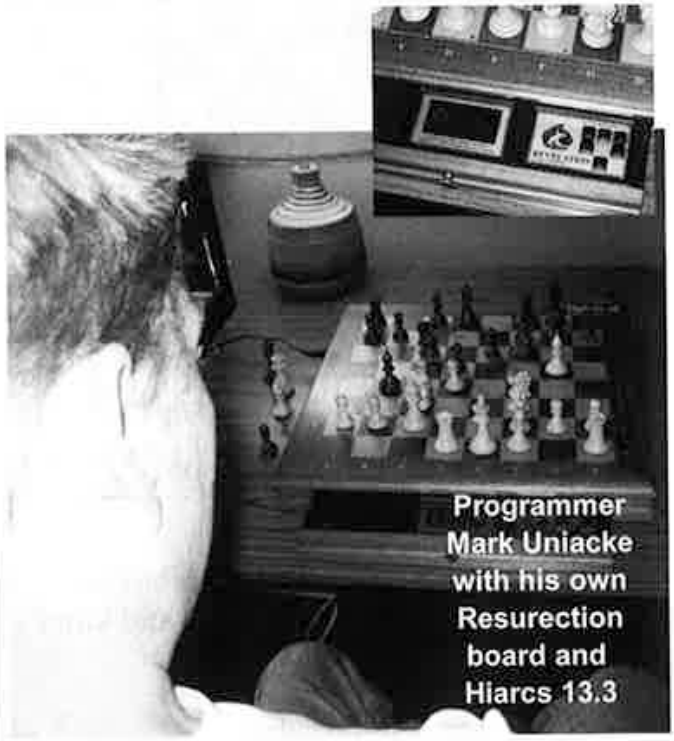
Mate follows, both engines know it: 63.♘g1 ♕f1 64.♖e3 d4 65.♖e5 ♖e8 66.h4 ♖xe5 67.♔h2 ♖xe1 68.h5+ ♔xh5 69.g4+ ♔xg4 70.♘f3 ♕h1# **0-1**

	1	2	3	4	5	6	7	8	9	10	
HIARCS 13.3	1	1	0	½	1	1	1	1	1	1	8½
RYBKA 2.2	0	0	1	½	0	0	0	0	0	0	1½

Mark Uniacke quickly e-mailed his appreciation: *"Thanks for running this match Steve. A very nice start for* ***Hiarcs*** *on its first dedicated computer!*

"It is also particularly interesting because of the varied openings, and the way Hiarcs 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 Saitek had the opportunity to have the Hiarcs 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 Saitek decided to go with something else, a great pity!"



Programmer Mark Uniacke with his own Resurection board and Hiarcs 13.3

THE EIGENMANN ENDGAME TEST SUITE

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 13

Salov 1998
White to play and win

[Hint: A fairly easy one to start with, but there's a couple of capture opportunities you must avoid making]

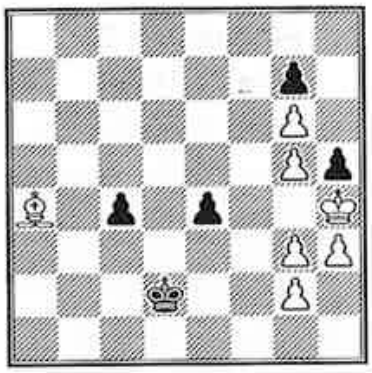
Eigenmann 15

Kasparian 1997
White to play and win

[Hint: Another one where there's a capture you must avoid. Rather unusually when you're trying to win you also need to be heading for opposite coloured bishops!]

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]

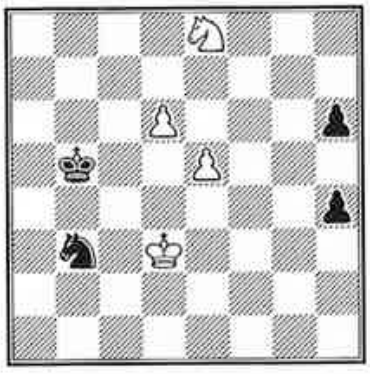
Eigenmann 43

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?!]

SELECTIVE SEARCH - 15 YEARS AGO!

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 **Hiarcs4**. They all cost £89 each! Hiarcs 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 **Hiarcs3** got 1/4.
- **The King** won the Open Dutch tournament with 9/11, 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= in the WORLD MICRO COMPUTER CHAMPS with 8/11, **Ferret**, **Nimzo3** and **Virtual Chess** were next with 7½, **Dark Thought**, **Hiarcs**, **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** v (mostly) **GMs**. I had listed previous scores in a 1996 issue which are worth repeating here:
  - *1989 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, WChess got 1½/6, and Junior and Socrates scored just 1 each.
- We at COUNTRYWIDE COMPUTERS entered a **Kasparov/Saitek 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**, **Hiarcs**, **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, *SelSearch50* 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
  - Hiarcs3 2520
  - Hiarcs4 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-Tourny rankings were interesting: 1 Fritz, 2 Ferret, 3 Nimzo, 4 Virtua... 6 Crafty, 7 Junior, 8 Gandalf... 10 Shredder. 28 played 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, **Nimzo3** 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 Editor: Eric Hallsworth
Issue 62 Feb-Mar 1996 £3.50

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▪SELECTIVE SEARCH is produced by *ERIC HALLSWORTH*. CORRESPONDENCE and SUBSCRIPTIONS to Eric please @ The Red House, 46 High Street, Wilburton, Cambs CB6 3RA. Or e-mail: eric@elhchess.demon.co.uk
▪All COMPUTER CHESS PRODUCTS are available from *COUNTRYWIDE COMPUTERS LTD* Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB.

RATING LIST (c) Eric Hallsworth. SS62 Feb 1996

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human/Games	
230	15	TASC R30-1595	2442	21	447	1	2249	6
223	14	MEPH GENIUS2 68030	2389	20	525	2	2342	17
223	15-	TASC R30-1993	2385	12	1286	3	2322	56
219	12	MEPH RISC2 1MB	2355	28	258	4	2237	6
217	45-	MEPH LYON 68030	2341	20	507	5	2392	51
216	6	KASP RISC 2500-512K	2335	27	281	6	2304	10
215	6	MEPH BERLIN PRO	2326	14	986	7	2225	17
215	45-	MEPH PORTOROSE 68030	2320	20	525	8	2340	82
214	45	MEPH VANCOUVER 68030	2319	18	656	9	2347	54
213	10	MEPH RISC1 1MB	2308	9	2250	10	2264	55
213	20	MEPH LYON/VANC 68020/20	2307	33	196	11	2327	10
211	8	KASPAROV SPARC/20	2293	16	835	12	2200	18
209	5	MEPH MONTREUX	2272	25	338	13	2280	54
209	4	KASP RISC 2500-128K	2272	9	2351	14	2270	67
204	10+	MEPH VANCOUVER 68020/12	2238	9	2268	15	2121	33
203	50	FID ELITE 68040-V10	2226	53	75	16	2215	21
203	10-	MEPH LYON 68020/12	2226	8	3114	17	2250	80
199	10-	MEPH PORTOROSE 68020	2196	10	1865	18	2240	186
199	4	MEPH BERLIN 68000	2195	13	1187	19	2221	25
198	30	FID ELITE 68030-V9	2190	16	770	20	2169	13
197	8+	MEPH VANCOUVER 68000	2183	13	1241	21	2126	23
197	8-	MEPH LYON 68000	2182	11	1682	22	2083	33
196	2	NOVAG SAPPHIRE/DIAMOND	2172	15	950	23	2186	59
196	10-	MEPH ALMERIA 68020	2168	14	1053	24	2172	215
192	8-	MEPH PORTOROSE 68000	2143	11	1683	25	2111	25
192	9-	FID MACH4/2325 68020-V7	2141	10	1938	26	2179	130
188	15	FID ELITE 2468000-V5	2108	27	290	27	1888	2
187	5+	KASPAROV BRUTE FORCE	2096	14	1048	28	2179	36
186	7+	MEPH POLGAR/10	2093	17	698	29	2080	54
186	10-	MEPH ROMA 68020	2093	14	1083	30	2041	64
184	10-	MEPH DALLAS 68020	2079	14	996	31	2069	197
184	8-	MEPH ALMERIA 68000	2077	14	1025	32	2093	31
184	3+	NOV SCORPIO/DIABLO	2074	10	1981	33	2132	129
181	2+	KASP PRESIDENT/TC+GK2100	2048	18	617	34	2072	65
180	1+	NOVAG JADE2/ZIRCON2	2047	45	104	35	2032	48
180	3	MEPH MIGEL SHORT	2042	40	131	36	2136	5
180	4-	FID MACH3/2265 68000-V2	2041	6	5736	37	2105	230
179	4+	MEPH MM5/5	2036	11	1658	38	1902	11
178	8-	MEPH DALLAS 68000	2029	11	1580	39	1988	50
178	5+	MEPH POLGAR/5	2029	8	2743	40	2076	17
178	2	MEPH MILANO	2028	13	1123	41	2063	13
178	3-	NOV SUPER FORTE-EXP C/6	2026	8	2965	42	2000	24
176	3	MEPH MONDIAL 68000XL	2015	15	862	43	2049	77
176	4	MEPH MONTREAL/ROMA 68000	2011	9	2481	44	1968	56
175	4	MEPH ACADEMY/5	2000	9	2361	45	2024	109
173	10-	MEPH AMSTERDAM	1991	9	2373	46	2054	182
172	3-	NOV SUPER FORTE-EXP B/6	1983	12	1430	47	2017	84
172	2	KASP GK2000/TURB ADV IR	1981	15	847	48		

RATING LIST (c) Eric Hallsworth. PC PROGS SS62 Feb 1996

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human/Games	
234	1	M CHESS PRO5 486-PC	2473	24	349	1	2145	2
233	1	REBEL7 486-PC	2464	24	359	2		
231	1	CHESS GENIUS3 486-PC	2454	13	1116	3	2499	7
228	1	MEPH GENIUS2 486-PC	2427	12	1459	4	2391	21
226	1	HIARCS3 486-PC	2408	14	1089	5	2174	7
225	1	M CHESS PRO4 486-PC	2402	15	921	6	2376	7
225	1	REBEL6 486-PC	2400	15	910	7	2277	9
224	6	CMACHINE GIDEON3.1/30-PC	2393	17	688	8		
224	6	CMACHINE THE KING2/30-PC	2392	12	1310	9	2357	18
222	1	M CHESS 486-PC	2383	18	639	10	2432	3
221	1-	CHESS GENIUS1 486-PC	2368	10	1960	11	2314	44
220	1	FRITZ3 486-PC	2366	13	1141	12	2425	2
219	1	M CHESS PRO3.5 486-PC	2357	14	1013	13	2267	12
219	1	CHESSMASTER 4000 486-PC	2355	17	718	14	2193	13
218	1	MEPH GIDEON PRO 486-PC	2347	20	537	15	2392	7
217	6	CMACHINE GIDEON3.0/30-PC	2340	25	326	16	2295	6
217	1-	M CHESS PRO3.1 486-PC	2337	12	1322	17	2199	20
215	1	HIARCS2.1 486-PC	2322	18	650	18	2215	6
213	1-	CHESS GENIUS1 386-PC	2305	25	323	19		
211	1	KALLISTO 486-PC	2295	15	896	20	2184	18
209	2+	CMACHINE GIDEON2/15-PC	2275	13	1217	21	2267	21
207	1-	M CHESS 486-PC	2256	16	753	22	2239	63
206	1	FRITZ2 486-PC	2248	13	1228	23	2276	28
205	1	HIARCS2.1 386-PC	2247	48	93	24		
205	2+	CMACHINE THE KING1/15-PC	2240	14	1095	25	2226	17
199	1	ZARKOV2 486-PC	2197	20	523	26	2118	16
199	1	SOCRATES3 486-PC	2196	25	337	27	2238	12
197	1-	M CHESS PRO3.1 386-PC	2176	32	206	28		
196	1-	M CHESS 386-PC	2175	12	1312	29	2138	153
196	1	SARGON5 486-PC	2175	58				
196	1-	PSION2 486-PC	2169	38				
194	1	REX 486-PC	2155	30				
193	1-	HIARCS1 486-PC	2147	26				
192	1-	FRITZ1 486-PC	2142	21				
191	1	ZARKOV3 486-PC	2129	23				
189	1	FRITZ2 386-PC	2116	20				
189	1	KASPAROV GAMBIT 486-PC	2113	75				
188	1	NIMZO 486-PC	2111	23				
187	1-	CHESSMASTER 3000 486-PC	2102	32				
187	1-	M CHESS 286-PC	2101	18				
184	1	SARGON5 386-PC	2073	62				
183	1	C-CHAMPION 2175 486-PC	2069	42				
183	1	ZARKOV2 386-PC	2067	16				
183	1	CHESS FRIEND/PAND 486-PC	2066	99				
183	1-	HIARCS1 386-PC	2066	45				
182	1-	PSION2 386-PC	2063	30				
180	1	COMPLETE C-SYSTEM1 486-PC	2046	29				
179	1-	FRITZ1 386-PC	2038	26				

The PENTIUM P/90 GAP

	486/66	P/90	Diff
MCPro5	2473	2534	61
Genius4	--	2532	--
Genius3	2454	2529	75
Hiarcs4	—	2522	--
Rebel7	2464	2518	54
Rebel6	2400	2506	106
Hiarcs3	2408	2494	86
MCPro4	2402	2473	71
Fritz3	2366	2461	95
WChess	2383	2416	33
AVERAGE		*ELO 79*	

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 Uniacke's Hiarcs engine.

The WORLD CHAMPIONSHIP

In the **World Championship** Hiarcs 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!

Pos	Program	/8
1	JUNIOR	6
2=	HIARCS SHREDDER	5½
4=	PANDIX JONNY	5
6	THE BARON	4½
7	BOOOT	3
8	ROOKIE 3.4	1½
9	WOODPUSHER	0

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

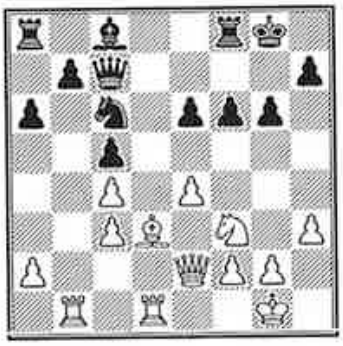
The WORLD SOFTWARE CHAMPIONSHIP

In the **World Computer Software Championship** (the engines play on equal hardware) Hiarcs 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!

Hiarcs - 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



The Book preparation has got us the sort of position we wanted, active with complications! Now it's up to Hiarcs **17.e5!?** *This forces Shredder to decide between ♘xe5 or f5* **17...f5** *If 17...♘xe5!? 18.♘xe5 ♕xe5 19.♕xe5 fxe5 20.♗e4 with better drawing chances for Black*
18.h4! ♘d8 19.♘g5! h6 20.♘h3 ♘f7 21.♖e1 ♔h7 22.♘f4

A critical moment, and I think Shredder now makes a mistake by committing its queen too far over to the queenside **22...♕a5?**
23.g4! ♖g8 24.h5 gxh5 25.♘xh5 ♔h8 26.♘f6 ♖g6 27.f4! *A marvellous all-out attack, sacrificing the c3-pawn and risking everything. It's exactly what we'd have wanted Hiarcs to do!*
27...♕xc3 28.♕e3 ♕a3 29.♖b3 ♕a5 30.♖e2 ♖g7 31.♔f1 ♕d8 32.♕xc5 ♗d7 33.♖xb7 ♖c8 34.♕b6!

Hiarcs 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 through... Junior has drawn!
34...♗c6 *If 34...♕xb6 35.♖xb6 ♗e8 36.♖xe6 wins easily*
35.♕xd8+ ♘xd8 36.♖xg7 ♔xg7 37.gxf5 ♖b8 38.♖d2 ♔f7 39.♗c2! exf5 *Shredder can't survive. If 39...♘b7 40.♗e4! wins. If 39...♔e7 40.fxe6 ♘xe6 41.♖d6 wins* **40.♖d6 ♔e7 41.♘g8+ ♔f8** *After 42.♘xh6 it seems ♗e4 is best, but 43.♗xe4 fxe4 44.♘f5 a5 45.e6 wins comfortably.* **1-0**

Pos	Program	/8
1	HIARCS	5½
2	JUNIOR	5
3	PANDIX	3½
4=	JONNY SHREDDER	3

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

Helps compare SOME engines *at both 32 & 64-bit*

Pos	Engine	Rating
1	Houdini 1.5a x64	3201
2	Houdini 2.0 x64	3188
3	Houdini 1.5a x32	3160
4	Critter 1.2 x64	3159
5	Rybka 4.1 x64	3148
6	Komodo 3 x64	3145
7	Rybka 4 x64	3129
8	Critter 1.2 x32	3128
9	Stockfish 2.01 x64	3117
10	Stockfish 2.1.1 x64	3116
11	Komodo 2.03 x64	3112
12	Chiron 1.1 x64	3112
13	Stockfish 1.9.1 x64	3095
14	Rybka 3 x64	3093
15	Rybka 4 x32	3090
16	Critter 1.0 x64	3084
17	Rybka 3 x32	3048
18	Naum 4.2 x64	3024
19	Naum 4.2 x32	3001
20	Rybka 2.3.2a x64	2994
21	Fritz 13 x32	2985
22	Shredder 12 x64	2982
23	Sjeng ct 2010 x64	2975
24	Naum 4/4.1 x32	2974
25	Gull 1.1 x64	2973
26	Gull 1.2 x64	2971
27	Spike 1.4 x32	2968
28	Hiarcs13.2 x32	2964
29	Deep Fritz 12 x32	2955
30	Protector 1.4.0 x64	2949
31	Spark 1.0 x64	2948
32	Rybka 1.2f x64	2948
33	Junior 12.5 x64	2943
34	Spark 0.5 x64	2938
35	Doch 1.3.4 x64	2929
36	Deep Fritz 11 x32	2928
37	Hannibal 1.1 x64	2923
38	Hiarcs 13/13.1 x32	2920
39	Fritz 12 x32	2918
40	Fritz 11 x32	2912
41	Thinker 5.4d inert x64	2907
42	Zappa Mexico II x64	2902
43	Shredder WM edition Bonn x32	2900

CCRL 40/40 32-bit 1 cpu Rating List

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

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

Pos	Engine	Rating
1	Houdini 2.0	3216
2	Houdini 1.5a	3206
3	Critter 1.2	3160
4	Rybka 4.1	3141
5	Stockfish 2.1.1	3134
6	Critter 1.01	3128
7	Komodo 3	3123
8	Stockfish 2.01	3119
9	Rybka 4	3118
10	Komodo 2.0.3	3110
11	Stockfish 1.9.1	3104
12	Rybka 3	3097
13	Critter 0.90	3092
14	Naum 4.2	3062
15	Sjeng 2010 ct	3049
16	Naum 4/4.1	3048
17	Fritz 13	3044
18	Shredder 12 oa=off	3034
19	Spike 1.4 leiden	3024
20	Komodo 1.3	3022
21	Chiron 1.1	3020
22	Rybka 2.3.2a	3015
23	Hiarcs 13.2	3014
24	Junior 12.5	3013
25	Komodo 1.2	3001
26	Fritz 12	2991
27	Hiarcs 13/13.1	2982
28	Protector 1.4.0	2979
29	Rybka 1.2f	2977
30	Hannibal 1.1	2977
31	Spark 1.0	2974
32	Gull 1.2	2965
33	Naum 3/3.1	2963
34	Junior 12	2962
35	Thinker 5.4d inert	2960
36	Fritz 11	2959
37	Doch 1.3.4	2949
38	Booot 5.1.0	2949
39	Shredder 11	2936
40	Junior 11.1a	2936
41	Toga II 1.4.1 se	2930
42	Grapefruit 1.0	2930
43	Cyclone xTreme fury	2930

DEDICATED *CHESS COMPUTER* RATINGS

Tasc R30-1995	2331
Mephisto London 68030	2301
Tasc R30-1993	2298
Mephisto Genius2 68030	2292
Mephisto London Pro 68020	2268
Mephisto Lyon 68030	2265
Mephisto Portorose 68030	2258
Mephisto RISC2	2248
Mephisto Vancouver 68030	2245
Meph Lyon+Vanc 68020/20	2237
Mephisto Berlin Pro 68020	2235
Kasparov RISC 2500-512	2231
Meph RISC1	2220
Mephisto Montreux	2210
Kasparov SPARC/20	2208
Mephisto Atlanta+Magellan	2207
Kasparov RISC 2500-128	2191
Mephisto London 68020/12	2179
Novag Star Diamond/Sapphire	2175
Fidelity Elite 68040v10	2164
Mephisto Vancouver 68020/12	2156
Mephisto Lyon 68020/12	2150
Mephisto Portorose 68020	2136
Mephisto London 68000	2130
Novag Sapphire2+Diamond2	2120
Fidelity Elite 68030v9	2113
Mephisto Vancouver 68000	2108
Mephisto Lyon 68000	2107
Mephisto Berlin 68000	2106
Meph Master+Senator+MilPro	2103
Mephisto Almeria 68020	2102
Novag Sapphire1+Diamond1	2082
Mephisto MM4/Turbo18	2080
Mephisto Portorose 68000	2077
Fid Mach4+Des2325+68020v7	2071
Fidelity Elite 2x68000v5	2052
Mephisto Mega4/Turbo18	2042
Mephisto Polgar/10	2034
Mephisto Dallas 68020	2033
Mephisto Roma 68020	2028
Mephisto MM6+ExplorerPro	2027
Kasparov GK2100+Cougar	2023
Kasparov Cosmos+Expert	2023
Kasparov Brute Force	2022
Mephisto Almeria 68000	2018
Novag Citrine	2017
Novag Scorpio+Diablo	2002
Kasp Challenger+President	1995
Fid Mach3+Des2265+68000v2	1980
Mephisto MM4/10	1979
Meph Dallas 68000	1974
Mephisto Nigel Short	1969
Mephisto MM5	1963
Mephisto Polgar/5	1962
Novag Obsidian	1960
Mephisto Mondial 68000XL	1959
Nov SuperForte+Expert C/6	1957
Novag EmldClassic+Zircon2	1955
Novag Star Ruby+Amber+Jade2	1952
Mephsto Montreal+Roma68000	1951
Mephisto Milano	1950
Mephisto Amsterdam	1946
Mephisto Academy/5	1944
Mephisto Mega4/5	1931
Fidelity 68000 Mach2B	1931
Kasparov Barracuda+Centurion	1930
Novag SuperForte+Expert B/6	1923
Kasparov Maestro D/10 module	1921
Fidelity 68000 Mach2C	1917
Kasparov GK2000+Executive	1912
Kasparov Explorer+TAdvTrainer	1912
Kasparov AdvTravel+Bravo	1912
Mephisto MM4	1904
Kasparov Talk Chess Academy	1900
Mephisto Modena	1899
Kasparov Maestro C/8 module	1891
Meph Supermondial2+College	1888
Mephisto Monte Carlo4	1888
Novag Super Forte+Expert A/6	1883
Fidelity Travelmaster+Tiger	1882
Fidelity 68000 Mach2A	1882
Novag Ruby+Emerald	1879
Kasparov Travel Champion	1867
CXG Sphinx Galaxy	1866
Conchess Plymate Victoria/5.5	1865
Mephisto Monte Carlo	1860
Kasparov TurboKing2	1855
Novag Expert/6	1854
Kasparov AdvTrainer+Capella	1848
Conchess Plymate Roma/6	1844
Fidelity Par Excellence/8	1843
Fidelity 68000 Club B	1843
Novag Expert/5	1840
Novag Super Forte+Expert A/5	1830
Fidelity Par Excellence	1829
Fidelity Elite+Designer 2100	1829
Fidelity Chesster	1829
Novag Forte B	1829
Fidelity Avant Garde	1829
Mephisto Rebell	1827
Kasp Stratos+Corona+B/6mod	1824
Novag Forte A	1819
Fidelity 68000 Club A	1816
Excalibur Grandmaster	1814
Kasparov Maestro A/6 module	1810
Kasparov TurboKing1	1804
Conchess/6	1802
Mephisto Supermondial1	1801
Conchess Plymate/5.5	1794
SciSys Turbo Kasparov/4	1791
Novag Expert/4	1790
Kasparov Simultano	1790
Fidelity Excellence/4	1783
Conchess Plymate/4	1778
Fidelity Elite C	1777
Fidelity Elegance	1765
SciSys Turbostar 432	1762
Mephisto MM2	1757
Fidelity Excellence/3+Des2000	1754
Novag Jade1+Zircon1	1744
Kasparov A/4 module	1740
Conchess/4	1734
Kasparov Renaissance basic	1729
Kasparov Prisma+Blitz	1729
Novag Super Constellation	1728
Mephisto Blitz module	1716
Novag Super Nova	1701
Fidelity Prestige+Elite A	1688
Novag Supremo+SuperVIP	1684
Fidelity Sensory 12	1681
SciSys Superstar 36K	1667
Mephisto Exclusive S/12	1665
Meph Chess School+Europa	1664
Conchess/2	1658
Novag Quattro	1650
Novag Constellation/3.6	1646
Fidelity Elite B	1637
Novag Primo+VIP	1631
Mephisto Mondial2	1610
Fidelity Elite original	1609
Mephisto Mondial1	1597
Novag Constellation/2	1591
CXG Super Enterprise	1589
CXG Advanced Star Chess	1589
Novag AgatePlus+OpalPlus	1575
Kasparov Maestro+Cosmic	1550
Excalibur New York touch	1530
Fidelity Sensory9	1528
Kasparov Astral+Conquistador	1520
Kasparov Cavalier	1520
Chess 2001	1500
Novag Mentor16+Amigo	1494
GGM+Steinitz module	1490
Excalibur Touch Screen	1485
Mephisto 3	1479
Kasparov Turbo 24K	1476
SciSys Superstar original	1475
GGM+Morphy module	1472
Kasparov Turbo 16K+Express	1470
Mephisto 2	1470
SciSys C/C Mark6	1428
Conchess A0	1426
SciSys C/C Mark5	1419
CKing Philidor+Counter Gambit	1380
Morphy Encore+Prodigy	1358
Sargon Auto Response Board	1320
Novag Solo	1270
CXG Enterprise+Star Chess	1260
Fidelity Chess Challenger Voice	1260
ChessKing Master	1200
Fidelity Chess Challenger 10	1175
Boris Diplomat	1150
Novag Savant	1100
Boris2.5	1060