TOP: CHRIS AND ERIC AT HIS 70TH BIRTHDAY CELEBRATION
CENTRE: HAPPY DAYS DOING THE GM VIDEO IN 1993
BOTTOM: RETIREMENT! 'LITTLE CHEF' IN OUR GARDEN AT WARE

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

YOUR EDITOR/PUBLISHER'S FINAL REMARKS!

Yes, I'm sorry dear friends, but this is it!

I had been toying with the idea of producing a slightly larger 48 page issue, perhaps twice a year. Unfortunately despite mentioning this quite a few times to see what the response would be, less than 30 folk responded to register interest and, as I've also mentioned before, it would really need something closer to 100 people to make all the work financially worthwhile. While I worked at Countrywide there was some benefit to me from the sales of Computers and Software which came in from nearly 200 readers, and I was also on a monthly wage, so the fact that there was little direct financial advantage in the Magazine wasn't too serious a matter. But that doesn't apply at all now that I'm retired and on a basic Pension.

Worse - once I announced the likely end of the Magazine a few folk started dropping off, and I guess that many others have renewed out of friendship, with some also wanting to stay to the very end, which I've appreciated.

But with...

- a complete lack of any new Dedicated Computers in the last 3 or 4 years
- a proliferation of free Software engines following the release of Code from Open Source and often cloned Engines
- the fact that many of the top engines, even running on quite cheap dual and quad PCs, are now clearly stronger than even the top GMs, never mind you and me

... one feels that Computer Chess may be reaching a bit of a dead end. And because anyone can obtain most of the News, Information, Results and Games that I bring to you in the Magazine by accessing various Internet sites, the future of printed magazines in general is coming under increasing pressure. Coming up to my 71st birthday I think this is the right time to live an easier life!

OUR MOVE?!

Chris and I moved at the end of May to a bungalow in Ware...

147 Heath Drive, Ware, Herts SG12 0RL

My e-mail address has stayed the same (**erichallsworth@gmail.com**)

Chris's MS has continued to worsen and we needed to find a bungalow or ground floor accommodation that we could afford to rent, and this is what we have managed to do thanks to our good friends Mark & Lorraine Uniacke.

Lots has happened since our move, which is why this issue is sooooo very late - for which I am sorry.

You know how it can be, organising things with Banks, BT, Sky etc. and it was much as we expected. Our phone failed to work at all for days until BT came out and found faults with the line outside the house (so repairs were free, thank goodness, but took a while to get sorted out).

The Banks needed proof of identity, then proof of marriage. 47 years married but we must look like a pair of suspicious characters as they required us to produce photos, our marriage certificate and new signatures! Now bear in mind we were only transferring our own accounts, in our names, from the Branches in Ely to the same Branches in Ware because of our change in address! But we had to go into each Bank, in person, 3 times to convince them that we were us, not only frustrating but not easy for Chris walking in the town centre with her special stick.

That finally was sorted, only for me to have some sort of collapse while I was out one Sunday afternoon walking our dog Fergal. It seems it was caused simply by exhaustion, but I fell over a couple of times and sustained some damage to my shoulders and right hip and struggled to get back home

at all, feeling seriously dizzy and unbalanced. It took me a couple of weeks to start feeling close to normal, and even now my right shoulder is still sore and stiff and I can't lift my arm up properly. At least I can type!

Then, to top it all some vandals poured a large can of white enamel paint over our car one night! Unbelievable! We've finally managed to clean the car and our drive, with the help of good neighbours, but all of these things have combined to make our lives more tiring than they needed to be, and my enthusiasm and time to work on *Selective Search* has certainly suffered as a result.

On the positive side having just a ground floor in the bungalow has certainly benefited Chris and, while the MS itself inevitably causes more concern as the weeks go by, Chris has more energy and is able to do more around the house. I've also bought her a 'Go Go buggy' which she can 'drive' to the local shops 400 yards away, and that has pleased and encouraged her.

As for our dog Fergal, well, he's very happy. He has a big and interesting garden (50 yards long) to run around in, there's a nice lawn (also known as Fergal's football pitch) plus bushes, trees and rockery to investigate on a daily basis, with very friendly neighbours where he is made welcome whenever he wants to go round and visit for a while!

Finally we very quickly found a good Church which we like, and I've already been able to do a little preaching and singing for them, plus Chris had her favourite puppet, Addi the Panda, in action for the Harvest Festival Service.

COMPUTER CHESS: NEWS & NEW PRODUCTS!

SOME LATEST VERSIONS:

Here is a list of many of the top engine's latest versions at the time of going to press, and shown in alphabetic order:

- Bouquet 1.6 (a 1.7 version seems to be worse)
- Chiron 1.5 (only 30 Elo better than 1.1)
- Crafty 23.6
- Critter 1.6a

- Deep Saros 3.5 (but site currently closed down)
- Fritz 13
- Gull Chess 2.2
- Hiarcs 14 + Hiarcs Chess Explorer 1.4
- Houdini 3
- Junior 13.3
- Komodo 6 (!)
- Naum 4.2 (final version, work on it finished)
- Pro Deo 1.85
- Protector 1.5.0-JA
- Rybka 4.1
- Shredder 12
- Stockfish 4 (!)
- Strelka 5.5 (SP only), new 5.7beta is MP
- Toga 3.0-JA

NOTES:

Komodo 5 SP, **5 CCT, 5.1 versions** (MP) and **6** (!) came out in Sept/Oct. The Engine in the SP versions is stronger than the 5.1 MP, but the latter being MP did give MP users a few extra Elo points with 2-4-8-core PCs..

Stockfish 3 was around 15/20 Elo stronger than 2.31, but **Stockfish 4** came out only a few weeks later after a mini-breakthrough by the programming team and gives a well worthwhile improvement

Strelka 5.7 has been seen in a couple of places and is running in MP version. The kN/ps showing on screen doesn't seem any faster, however many cores you have, but the results are better. Showing kN/ps on screen has been a problem with all Fruit/Ippolit clones, from Rybka onwards, though most 'programmers' sort it out eventually.

COMING SOON!

- Fritz 14
- Houdini 4 (probably November)

COMPUTER CHESS: RESULTS

INTERNET RESULTS I'VE COLLECTED...

There are numerous **Chess Computer Matches & Tournaments** being run on the Internet by various individuals and groups all of the time. I usually use the *Chess2U* site to find them. Here, as far as possible in date order, are some recent ones:

CANDIDATES OPENINGS 4CPU
Xeon X5430x2 Octal. Candidates2013.cgb book
(limited to 10 move depth)
40 moves in 29 minutes repeating (adapted to CCRL)
All engines 64-bit 4CPU where available

The opening book used is based on the openings played in the recent Candidates qualification tournament.

FINAL STANDINGS
19.5 - Houdini 3 64-bit 4CPU
16.5 - Rybka 4.1 64-bit 4CPU
15.0 - Stockfish 2.3.1 64-bit 4CPU
14.5 - Critter 1.6a 64-bit 4CPU
13.5 - Vitruvius 1.19 64-bit 4CPU
11.0 - Komodo 5 64-bit

TACTICAL DISPLAY
Intel i5 Quad. ForumUsers2.cgb book
40 moves in 25 minutes repeating (adapted to CCRL)
All engines 64-bit 1CPU. 2 cycles 30 rounds
FINAL STANDINGS
21.5 - Houdini 3 Tactical 64-bit
18.0 - Rybka 4.1 64-bit
17.5 - Critter 1.6a 64-bit
17.0 - Strelka 5.5 64-bit
17.0 - Stockfish 2.3.1 64-bit
16.5 - Komodo 5 64-bit
15.5 - DeepSaros 3.3b 64-bit
14.5 - RobboLito 0.21Q 64-bit
14.0 - IvanHoe 9.46h 64-bit
14.0 - Bouquet 1.5 64-bit
14.0 - Gull II b2 64-bit
13.5 - Vitruvius 1.11C 64-bit
12.5 - Sting SF 2 64-bit
12.5 - Chiron 1.1a 64-bit
12.5 - BlackMamba 1.2c 64-bit
 9.5 - Naum 4.2 64-bit

SUPER TOURNAMENT XVIII 4CPU
Intel Xeon X5430x2 Octal. Ponder off
Graham2013-2.cgb book
40 moves in 29 minutes repeating
All engines 64-bit where available and using 4 cores
2 cycles 34 rounds
Beekay is Komodo 5 MP beta
FINAL STANDINGS
24.5 - Houdini 3 64-bit 4CPU
22.0 - Equinox 1.90 64-bit 4CPU
21.0 - Rybka 4.1 64-bit 4CPU
20.5 - Vitruvius 1.11C 64-bit 4CPU
19.5 - Stockfish 3 64-bit 4CPU

19.5 - Critter 1.6a 64-bit 4CPU
18.5 - IvanHoe 9.46h 64-bit 4CPU
17.0 - Bouquet 1.6 64-bit 4CPU
17.0 - BeeKay 5.1a 64-bit 4CPU
16.5 - Hiarcs 14 4CPU
15.5 - Sting SF 3 64-bit 4CPU
15.0 - Protector 1.5.0 64-bit 4CPU
14.5 - Naum 4.2 64-bit 4CPU
14.0 - Chiron 1.5 64-bit 4CPU
14.0 - RobboLito 0.21Q 64-bit 4CPU
13.0 - Hannibal 1.3 64-bit 4CPU
13.0 - Spike 1.4 Leiden 4CPU
11.0 - Deep Junior 13.3 64-bit 4CPU

KOMODO 5 VERSIONS
After Komodo 5 CCT (SP) came out, a good improvement over Komodo 4, but still SP, Komodo **5.1** emerged following the above tests - it was more like a 4+ version of the engine, but finally running in MP!

A Gauntlet Test was run in 64-bit mode, but as the tests were run using only SP (??) the results only show the difference in Engine strength, not the effect of MP mode!

Komodo 5 CCT - Komodo 5.1r2   207-185
Komodo 5 CCT - Komodo 5.1   216-176
Komodo 5 CCT - Komodo 5   218-173

Komodo 5.1r2 - Komodo CCT   175½-199½
Komodo 5.1r2 - Houdini 3 Pro   135-240
Komodo 5.1r2 - Stockfish 26-04-2013 204½-170½
Komodo 5.1r2 - Critter 1.6a   171.5-203.5

So the **5 CCT** was the strongest engine, but the **5.1r2** MP improvement is only 20 Elo behind in SP mode so would be stronger than 5 CCT on anything from a 2-core PC upwards - a step in the right direction for most users!

WSCE 4 - SUPER TOURNY
Which are the World's Best Commercial Engines
Double Round Robin. 4CPU.
WSCE SEASON 4 BOOK (small).ctg
Time Control G/30 + 5
ENGINE LINEUP with Tourny Director's Ratings:

ELO	Engine
3346	Houdini 3 64-bit 4CPU
3246	Rybka 4.1 64-bit 4CPU
3201	Komodo CCT 64-bit
3201	Vitruvius 1.19 64-bit 4CPU
3152	Naum 4.2 64-bit 4CPU

3146   Hiarcs 14 4CPU
3141   Chiron 1.5a 64-bit 4CPU
3125   Deep Fritz 13 4CPU
3116   Deep Junior 13 64-bit 4CPU
3093   Deep Shredder 12 64-bit OA On 4CPU
3047   Zappa Mexico II 64-bit 4CPU
3015   Deep Sjeng c't 2010

FINAL RESULTS
15.5 - Houdini 3 Pro
15.5 - Deep Rybka 4.1
14.0 - Komodo CCT
13.0 - Vitruvius 1.19
13.0 - Chiron 1.5
11.0 - Zappa Mexico II
11.0 - Naum 4.2
10.5 - Deep Fritz 13
10.0 - Deep Hiarcs WCSC 2011
6.5 - Deep Junior 13.3
6.0 - Deep Sjeng CT 2010
6.0 - Deep Shredder 12

There was a G/5 + 3 **Houdini v Rybka** playoff which was won by Houdini after 8 games.

THE INTRUDER
Intel i5 Quad. Ponder off
ICCFMasters2011.cgb book
40 moves in 25 minutes repeating (adapted to CCRL)
All engines 64-bit 1CPU where possible
2 cycles 34 rounds

FINAL STANDINGS
24.0 - Dirty 20Apr2013 64-bit
22.5 - Bobcat 3.25 64-bit
20.0 - Crafty 23.5 64-bit
20.0 - Ktulu 9
19.5 - Chronos 1.9.9 64-bit
19.0 - EXchess 7.03b 64-bit
18.0 - Arasan 15.5 64-bit
17.0 - Daydreamer 1.75 64-bit
17.0 - Chess Tiger 2007.1
16.5 - Bison 9.11 64-bit
16.0 - LoopList 6.00
15.5 - RedQueen 1.1.3 64-bit
14.0 - ProDeo 1.85
14.0 - Rodent 1.0 64-bit
13.5 - Delfi 5.4
13.5 - Philou 3.7.1 64-bit
13.0 - CM11th Conqueror
13.0 - Arminius 2013-03-17 64-bit

SLEEPING GIANTS 4CPU
Xeon X5430x2 Octal. Ponder off
ForumUsers2.cgb book (limited to 12 move depth)
40 moves in 29 minutes repeating (adapted to CCRL)
All engines 64-bit 4CPU where available
2 cycles 46 rounds

FINAL STANDINGS
32.5 - Spark 1.0 64-bit 4CPU
30.5 - Crafty 23.5 64-bit 4CPU
30.0 - Toga II 3.0 4CPU
29.5 - Thinker 5.4d Inert 64-bit 4CPU
28.5 - Bright 0.5c 4CPU
28.0 - Onno 1.2.70 64-bit 4CPU
27.0 - Deep Sjeng WC2008 64-bit 4CPU
27.0 - Zappa Mexico II 64-bit 4CPU
27.0 - Quazar 0.4 64-bit
26.5 - Tornado 4.88 64-bit 4CPU
24.5 - Gaviota 0.86 64-bit 4CPU
24.0 - MinkoChess 1.3 64-bit 4CPU
23.5 - BugChess2 1.9 64-bit 4CPU
23.0 - Scorpio 2.7.5 64-bit 4CPU
22.5 - EXchess 7.03b 64-bit 4CPU
20.5 - Nemo 1.0.1 64-bit
19.5 - Jonny 4.00 4CPU
18.0 - Arasan 15.4 64-bit 4CPU
18.0 - Booot 5.1.0
17.0 - Loop 13.6 64-bit 4CPU
16.5 - Texel 1.01 64-bit
13.5 - Alfil 13.1 64-bit 4CPU
13.0 - Octochess r4984 64-bit 4CPU
12.0 - Nebula 2.0 64-bit 4CPU

ARMS OF THE PROTECTOR
Intel i5 Quad. Ponder off
ChessOK2013-1.cgb book
40 moves in 25 minutes repeating (adapted to CCRL)
All engines 64-bit 1CPU where possible
4 cycles 36 rounds

FINAL STANDINGS
22.0 - Gull R375 64-bit
21.0 - Hiarcs 14
20.0 - Protector 1.5.0 64-bit
18.5 - Chiron 1.5 64-bit
18.5 - Deep Junior 13.3 64-bit
18.0 - Thinker 5.4d Inert 64-bit
17.0 - Hannibal 1.3 64-bit
17.0 - Shredder 12 64-bit OA Off
16.0 - Quazar 0.4 64-bit
12.0 - Nemo 1.0.1 64-bit

DUCK FOR COVER 4CPU
Xeon X5430x2 Octal. Ponder off
IECGMasters.cgb book (limited to 8 move depth)
40 moves in 29 minutes repeating (adapted to CCRL)
All engines 64-bit 4CPU where available
2 cycles 38 rounds

FINAL STANDINGS

25.5 - Hannibal 1.3 64-bit 4CPU
25.5 - Protector 1.5.0 64-bit 4CPU
25.5 - Spike 1.4 Leiden 4CPU
25.0 - Chiron 1.5 64-bit 4CPU
23.5 - Deep Shredder 12 OA On 64-bit
23.0 - Deep Junior 13.3 64-bit 4CPU
22.0 - Spark 1.0 64-bit 4CPU
22.0 - Gull R375 64-bit 4CPU
21.0 - Toga II 3.0 4CPU
20.0 - Thinker 5.4d Inert 64-bit 4CPU
18.0 - Zappa Mexico II 64-bit 4CPU
17.0 - Crafty 23.5 64-bit 4CPU
17.0 - Onno 1.2.70 64-bit 4CPU
16.5 - MinkoChess 1.3 64-bit 4CPU
15.0 - Bright 0.5c 4CPU
14.5 - BugChess2 1.9 64-bit 4CPU
14.5 - Gaviota 0.86 64-bit 4CPU
13.5 - Tornado 4.88 64-bit 4CPU
12.0 - Arasan 15.6 64-bit 4CPU
 9.0 - EXchess 7.03b 64-bit 4CPU

ICT 13

Unfortunately the once very useful **ICT Events** are now heavily affected by the Cloning issue - some engines don't get invited, or their entries are refused, and others wont enter on principle. So the Entry List is not what it used to be.

FINAL TABLE

1	Rookie	6.0
2	Dirty	5.5
3	The Baron	5.0
4	Booot	4.5
5	The King	3.0
6	Kallisto	2.0
7	Arminius	1.5
8	Spartacus	0.5

The winner, **Rookie**, is by **Marcel Kervinck** and he received *"Theo van der Storm"* cup for winning the **ICT 13**.

KOMODO 6

We got some very sad news early in October:

Don Dailey wrote:
We plan a release of Komodo 6 on Friday.

This does come with some bad news concerning the future status of Komodo. As many of you know I have a fatal illness. It has progressed to a point where it has now become an acute form of Lukemia. I'm losing this battle. It is quite possible this will be the last Komodo release that I am involved in.

But there are plans in the works to continue with Komodo. Larry Kaufman of course is my business partner and friend and he is intimately familiar with Komodo and is a big part of what makes it so strong and he does plan to continue. But don't count me out quite yet, I'm still fighting but it's unclear if I will have the strength to continue with computer chess and I will be on a type of chemotherapy indefinitely. There are more important things than computer chess which come first but if the energy is there I may be able to continue for a short time.

I've never met Don, but have been friends over the phone, by letter and over the Internet with Larry Kaufman since, I guess, 1986 or 1987. Anyway *Selective Search* sends best wishes to Don at this time, and he's been added to my Prayer list of course.

KOMODO 6 EARLY SCORES
64-bit and MP. Game in 3 mins

Komodo 6	- Komodo 5.1r2	152.0-148.0
Komodo 6	- Houdini 3 Pro	133.0-167.0
Komodo 6	- Stockfish 4	147.0-153.0
Komodo 6	- Strelka 5.7 MP	145.5-154.5
Komodo 6	- Critter 1.6a	152.5-147.5

LATEST LIGHTSPEED RATINGS

LightSpeed ratings are obtained by playing 10,000 games with each engine, but at an ultra fast time control equivalent to G/1½, though on a fast computer.

1	Houdini 3 x64	3152
2	Robodini 1.1 x64	3144
3	Houdini 3 tactical	3117
4	Komodo 6 x64	3107
5	Houdini 2.0c x64	3102
6	Stockfish 130910 x64s	3092
7	Komodo CCT x64	3092
8	Houdini 1.5a x64	3081
9	Stockfish 130830 x64s	3081
10	Komodo 5.1r2 x64	3080
11	Stockfish 130826 x64s	3075
12	Amitis 130912 x64s	3071

13	Stockfish 4 x64s	3070
14	Strelka 5.5 x64	3068
15	Critter 1.6a x64	3067
16	Critter 1.4a x64s	3059
17	Komodo 5 x64	3057
18	Gull 2.2 Trap avx	3045
19	Mars 1 avx	3044
20	Gull 2.2 x64	3044

Many of the above are nothing but Clones of course, e.g. Robodino is Richard Vida's direct clone of Houdini - he wanted to show how easily it can be done by those who know how! The latest ones are Mars, also from the Ippolit family, and Amitis which I believe is a clone of Stockfish - it even has the audacity to name its version number as a date in exactly the same way as the Stockfish team do with its development versions!

FRANK HOLT...

Frank has supported *Selective Search* since it began, and has provided regular results (some at Shuffle Chess!), interesting mate positions, and often sent me the Best Games from his Tournaments. Many thanks Frank!

FRANK HOLT, 4 GAME MATCHES. G/15MINS ON QUAD I7

Pos	Engine	/20
1	HOUDINI PRO 3	12½
2	CRITTER 1.6A	10½
3	STOCKFISH 2.2.2	10
4	RYBKA 4.1	9½
5	HOUDINI 2.0C	9
6	HOUDINI 1.5	8½

Frank comments that the programs are getting "closer"... 37 draws!

In our last issue he also mentioned the old BBC TV program *The Master Game* and I said that I believed some of these could actually be found on YouTube.

But now better still, the whole series has been put on **2 dvd's**, and the *"Chess"* shop in London have an advert for them in this issue. Wonderful, I loved it, a truly great TV program for all chess enthusiasts. I can't believe anyone would fail to enjoy these!

PETER GRAYSON + ENGINE TESTING...

I'd like here to acknowledge all Peter's support and encouragement for *Selective Search*.

Although we've never met (as yet) we've had and have a great friendship from many years of chats on the phone, swapping valuable e-mails, the sharing of results and findings, and prayer support in times of ill health! He's sent me games to help Mark check-up on possible areas for Hiarcs improvement, details comparing PC hardware speed figures, recommendations for hash table settings, indications and/or proofs of cloning, and lots more... and most of all he's sent me regular **Results Tables** from all his own testing. Many, many thanks **Peter**!

Here are his most recent results, which show the **Stockfish** progress in his Matches from 2.2.2 to version 3 (no improvement with Peter) through to the newest, version 4 (which is quite a lot better).

5'/40+5'/40+5'/40 0

					1	2	3	4	5	
1	Houdini 3 Pro x64	3150	0		**	38.5-21.5	40.5-19.5	39.5-20.5	48.0-12.0	166.5 / 240
2	Stockfish 2.2.2 JA 64bit	3055	-2		21.5-38.5	**	29.5-30.5	34.0-26.0	42.5-17.5	127.5 / 240
3	Critter 1.6a 64-bit GTB	3030	-1		19.5-40.5	30.5-29.5	**	28.5-31.5	38.5-21.5	117.0 / 240
4	Deep Rybka 4.1 x64 LP	3025	+2		20.5-39.5	26.0-34.0	31.5-28.5	**	38.0-22.0	116.0 / 240
5	Deep HIARCS 14	2920	+1		12.0-48.0	17.5-42.5	21.5-38.5	22.0-38.0	**	73.0 / 240

Average Elo: 3036 <=> Cat: 32
gm = 0.00 m = 0.00
(600 Games)

5'/40+5'/40+5'/40 0

					1	2	3	4	5	
1	Houdini 3 Pro x64	3145	-2		**	36.5-23.5	39.5-20.5	40.5-19.5	48.0-12.0	164.5 / 240
2	Stockfish 3 JA 64bit	3050	+1		23.5-36.5	**	32.0-28.0	32.5-27.5	39.0-21.0	127.0 / 240
3	Deep Rybka 4.1 x64 LP	3030	0		20.5-39.5	28.0-32.0	**	31.5-28.5	38.0-22.0	118.0 / 240
4	Critter 1.6a 64-bit GTB	3020	+1		19.5-40.5	27.5-32.5	28.5-31.5	**	38.5-21.5	114.0 / 240
5	Deep HIARCS 14	2930	0		12.0-48.0	21.0-39.0	22.0-38.0	21.5-38.5	**	76.5 / 240

Average Elo: 3035 <=> Cat: 32
gm = 0.00 m = 0.00
(600 Games)

5'/40+5'/40+5'/40 0

					1	2	3	4	5	
1	Houdini 3 Pro x64	3150	-2		**	32.5-27.5	39.5-20.5	40.5-19.5	48.0-12.0	160.5 / 240
2	Stockfish 4 64	3100	+1		27.5-32.5	**	35.5-24.5	35.5-24.5	43.5-16.5	142.0 / 240
3	Deep Rybka 4.1 x64 LP	3035	+2		20.5-39.5	24.5-35.5	**	31.5-28.5	38.0-22.0	114.5 / 240
4	Critter 1.6a 64-bit gtb	3030	-1		19.5-40.5	24.5-35.5	28.5-31.5	**	38.5-21.5	111.0 / 240
5	Deep HIARCS 14	2935	-3		12.0-48.0	16.5-43.5	22.0-38.0	21.5-38.5	**	72.0 / 240

Average Elo: 3050 <=> Cat: 32
gm = 0.00 m = 0.00
(600 Games)

MEPHISTO MILANO V SAITEK CHALLENGER

Augusto Perez has run another of his welcome G/1hr matches for *SelSearch* readers, one which I expected to be pretty close as our Magazine ratings for this pair are:

Mephisto Milano	**1953**
Saitek Challenger	**1994**

That should mean a 5-5 draw or 5½-4½ to the Challenger. Incidentally the Milano (an Ed Schroder program and predecessor to the Nigel Short), must not be confused with Franz Morsch's later Milano Pro.

Game 1 nicely confirmed my expectations that there wouldn't be much between them when they played out a tight 100 move draw in which the computer evaluations always stayed pretty close to 0.00. However the next game was definitely decisive!

Challenger - Milano

Game 2. C27: Vienna Game: 2...Nf6 3 Bc4 Nxe4

1.e4 e5 2.♘c3 ♘f6 3.♗c4 ♗b4 4.♘ge2 c6 5.0-0 d5 6.exd5 cxd5 7.♗b5+ ♗d7 8.d4 e4 9.♗g5 ♗xb5 10.♘xb5 ♘bd7 11.c4 ♕a5 12.♗f4 ♖c8 13.a3 ♗e7 *13...dxc4? is no good because of 14.♘c7+! ♖xc7 15.axb4 as now Black must save his queen with 15...♕b6 and lose his rook 16.♗xc7 ♕xc7 and then a pawn 17.♖xa7+−* **14.♖c1 dxc4** *So Black goes a pawn up, but his own on c4 and e4 are vulnerable* **15.♘bc3 0-0 16.♕c2 ♖ce8 17.♖fd1 a6 18.♘g3** *The pressure on the e4/pawn grows* **18...b5 19.♘cxe4** *Equal again* **19...♘d5 20.♗d2 ♕c7 21.♘f5 ♘7f6 22.♘xe7+ ♕xe7 23.♘c5 ♕d6**

Threatening ♕xh2+ and ♕h1 mate, but this can be met quite easily **24.♗g5?** *What?! Just 24.g3 ♖e2 25.♖e1=* **24...♘g4! 25.g3** *A move too late, White is still in trouble. But it could have been worse if 25.f4? h6! 26.♗h4 ♘xf4 winning* **25...f6! 26.♗h4 g6** *26...g5!?* **27.b3 g5 28.bxc4**

28...bxc4 *Not 28...gxh4 29.cxd5 hxg3 30.hxg3 ♕xd5 31.♖e1=* **29.♘b7??** *Very poor. The position was difficult but at least with 29.♖e1 gxh4 30.♕xc4 hxg3 31.hxg3 White had some hope of scraping a draw* **29...♕xa3 30.♕f5 ♘de3!** *As at move 28 not 30...gxh4?! as 31.♕xg4+ ♔h8 32.♖a1! and White definitely can draw from here* **31.♕f3 ♘xf2 32.♕xf2 ♘xd1 33.♖xd1 gxh4 34.gxh4**

Augusto with his PC, Milano and an Advanced Travel
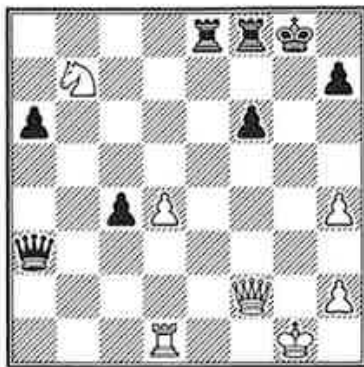
The exchanges have left the Milano with an easily winning material advantage **34...♛b3 35.♕g3+ ♚h8 36.♕xb3 cxb3 37.♖b1 ♖e4 38.♖xb3 ♖xd4 39.♘c5 ♖g8+ 40.♚f2 ♖xh4 41.h3 a5 42.♖a3 ♖f4+ 43.♚e3 ♖g3+ 44.♚xf4 ♖xa3 45.h4 ♖c3 46.♘e4 ♖c4 47.♚f5**

47...♖xe4! *Good endgame simplification, PC tablebases say mate in 17 after this* **48.♚xe4 a4 49.♚d3 a3 50.♚c3 f5 51.♚b3 f4 52.♚c2 f3 53.♚d3 a2 54.♚e3 f2! 55.♚xf2 ♚g7 56.♚f3 ♚g6 57.♚g4 a1♕ 58.h5+ ♚h6 59.♚f5 ♚xh5 60.♚e6 ♚g4 61.♚d5 h5 62.♚e4 ♕c3 63.♚d5 ♚f5 64.♚d6 ♕c4 65.♚d7 ♚e5 66.♚d8 ♚e6 67.♚e8 ♕c8# 0-1**

So the Milano takes an early lead.

Milano - Challenger
Game 3. A34: Symmetrical English

1.c4 c5 2.♘c3 ♘c6 3.♘f3 ♘f6 4.g3 d5 5.cxd5 ♘xd5 6.♘xd5 ♕xd5 7.♗g2 e5 8.d3 b6 9.♗g5 f6 10.♗e3 ♗b7 11.0-0 ♘d4 12.♘h4 ♕d7 13.♗d2 ♗xg2 14.♘xg2 ♗d6 15.e3 ♘e6 16.♕b3 0-0 17.f4 ♖f7 18.f5 ♘c7 19.♗c3 ♘b5 20.♖ad1 ♘xc3 21.bxc3 ♖c8 22.♕d5 ♗c7 23.e4 ♕xd5 24.exd5 ♖d7 25.c4

♖cd8 26.♚f2 ♚f7 27.♚f3 ♚e7 28.♖e4 g5 29.♘e3 h5 30.♖b1 ♖g8 31.♖f2 g4 32.♖fb2 ♚d6 33.♘d1 ♖a8 34.♘c3 ♚e7 35.♘b5 ♗d6 36.a4 ♖ad8 37.♘xd6 ♚xd6 38.a5 bxa5 39.♖a2 ♖h8 40.♖xa5

White's superior rooks give it a handy advantage, and the way in which the Milano finishes the game is well worth seeing! **40...h4 41.♖a6+ ♚e7 42.d6+ ♚f7 43.♚d5 hxg3 44.hxg3 ♖h3?!** *Desperation and worth a try over the board except that it gives White a quick win with the correct response, which the Milano finds...* **45.♖b8! ♖xg3 46.♚c6! ♖xd3 47.♚xd7! ♚g7 48.♚e6 g3 49.♖xa7+** *Showing mate in 5, a perfect endgame finish by White after the Challenger's wild risk at move 44* **1-0**

Game 4 was strange, they played 8 standard moves in a Grunfeld, exchanged a few pieces then, when the Challenger as White took Black's a8/rook on move 11, the Milano forced a series of checks and a 3-fold repetition! So...

	1	2	3	4						
Milano	½	1	1	½						3
Challenger	½	0	0	½						1

With the Milano 3-1 ahead and having White in game 5 it was beginning to look as if my forecast of a close match was going to cause me some last issue embarrassment!
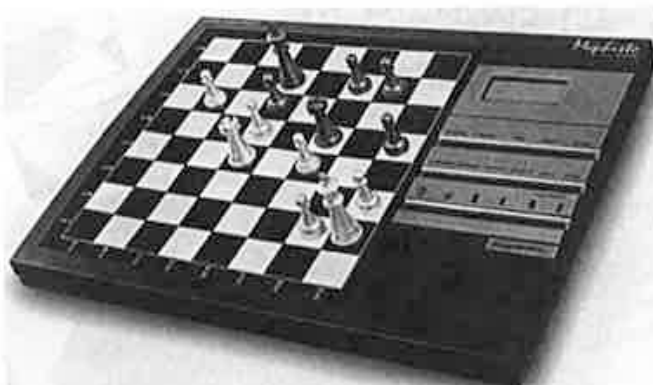
Milano - Challenger
Game 5. B22: Sicilian c3

1.e4 c5 2.c3 d5 3.exd5 ♕xd5 4.d4 ♘c6 5.dxc5 ♕xd1+ 6.♚xd1 ♗g4+ 7.f3 0-0-0+ 8.♚e1 ♗f5 9.b4 ♘f6 10.♘e2 g6 11.♘g3 ♗c2
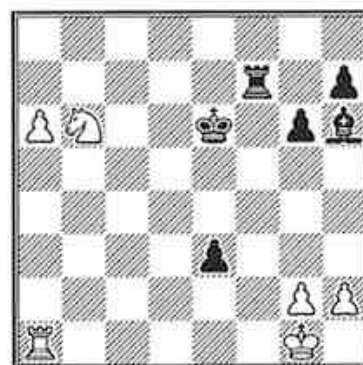
12.♘a3 ♖d1+ 13.♔f2 ♗d3 14.♗xd3 ♖xd3
15.b5 ♘d8 16.♘b1 e6 17.♗e3 ♗g7 18.♔e2
♖d7 19.♗d4 e5 20.♗e3 ♘d5 21.♘e4 ♘xe3
22.♔xe3 ♔c7 23.♘d6 f5 24.♖d1 ♘e6
25.♘d2 ♘xc5 26.♘2c4 ♖hd8 27.b6+ axb6
28.♘b5+ ♔b8 29.♖xd7 ♖xd7 30.♘xb6
♗h6+ 31.♔f2 ♖d2+ 32.♔g1 ♘d3 33.♘d7+
♔c8 34.♘b6+ ♔d8 35.♘c4 ♖e2 36.♔f1
♖f2+ 37.♔g1 ♖c2 38.♖d1 e4 39.♘bd6 b5
40.♘xb5 ♔e7 41.fxe4 fxe4 42.a4 e3 43.♘d4
♖xc3 44.♘b6 ♖a3 45.♔f1 ♘f4 46.♘c4 ♖c3
47.♘b6 ♔f7


The Mephisto/Saitek Challenger

Black has ♗ for ♘, but otherwise the game is equal and it's likely to be a question of which computer works out how to deal best with the passed pawns **48.a5! ♘e6 49.♘xe6 ♔xe6 50.♖a1** *A critical moment* **50...♖c2?** *This looks like a good idea, it threatens ♖f2+ then ♖xg2 and e2, but sadly it gives White an important tempo to push its own pawn. It was probably hard for the Milano to understand or see deeply enough that it needed to sacrifice its powerful passed e-pawn, but after 50...e2+ 51.♔xe2 ♗e3! Black has good chances of drawing: 52.♘a4 (52.♖a4 ♗xb6 53.axb6 ♖b3 54.♖a7 ♖xb6 55.♖xh7=) 52...♖b3 53.a6 ♗d4=* **51.a6! ♖f2+ 52.♔g1?** *52.♔e1! was correct, and after 52...♖xg2 53.♔f1 ♖f2+ 54.♔g1 ♖f8 55.a7 e2 56.a8♕ ♖xa8 57.♘xa8 ♗d2 58.♔f2 e1♕+ 59.♖xe1+ ♗xe1+ 60.♔xe1 the tablebases say that White wins, though that's not a guarantee that the Milano would of course* **52...♖f7**

Amazing, the position is exactly equal again, but not for long! **53.♖a2?** *53.♖a4! e2 54.♖e4+ ♔f5 55.♖xe2 ♖a7 draws* **53...♗g7! 54.♘c4 ♗d4! 55.♖e2 ♖f2!** *Excellent stuff from the Challenger* **56.♖xe3+** *No choice. If 56.♖e1? e2! threatens ♖f1 double check. And even worse would be 56.♖xf2? e2 and the rook is pinned, in fact it's m/6* **56...♗xe3 57.♘xe3 ♖a2** *Black should win now* **58.♔f1 ♔e5 59.♘g4+ ♔d6 60.♘f6 h6 61.♘e4+ ♔e5 62.♘c3 ♖xa6 63.♔e2 ♔d4 64.♔d2 ♔c4**
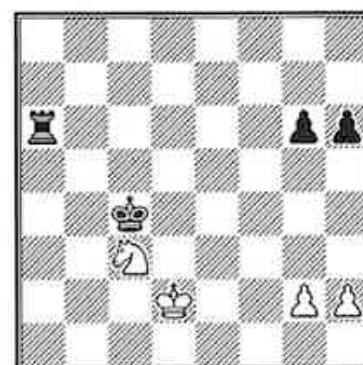
65.h4? *This gives the Challenger a target. Better was 65.♘e2 and Black will have to play precisely with 65...♔d5 66.♔e3 ♔e5 67.♘g1 ♖a3+ 68.♔f2 g5 69.♘f3+ ♔f4. But that's still going to be the 0-1* **65...♖d6+ 66.♔c2 ♖d4! 67.g3 ♖d3! 68.♘e2 h5!**

69.♔c1 ♔b3 70.♘f4 ♖xg3 *Game over*
71.♔d2 ♖g4 72.♔e3 ♔c4 73.♔f3 ♔d4
74.♘g2 ♔e5 75.♔f2 ♔e4 76.♔f1 ♔f3
77.♘e1+ ♔g3 78.♔e2 ♖e4+ 79.♔d2 ♖xh4
80.♘d3 *From 53...♗g7! onwards Chal-
lenger played an excellent endgame* **0-1**

	1	2	3	4	5						
Milano	½	1	1	½	0						3
Challenger	½	0	0	½	1						2

That's more like it! So on to game 6

Challenger - Milano

Game 6. D14: Slav Defence: Exchange variation
with ...Bf5

1.♘f3 d5 2.c4 c6 3.d4 ♘f6 4.cxd5 cxd5
5.♘c3 ♘c6 6.♗f4 ♗f5 7.e3 e6 8.♗b5 ♘d7
9.♕a4 ♖c8 10.♗xc6 ♖xc6 11.♕xa7 ♕c8
12.♕a5 ♖a6 13.♕c7 ♕xc7 14.♗xc7 ♗b4
15.0-0 ♖c6 16.♗f4 ♗xc3 17.bxc3 0-0N *My
database has a drawn game after 17...♔e7
18.♖fc1 ♖hc8* **18.♖fc1 ♖fc8 19.♔f1 ♖xc3
20.♖xc3 ♖xc3 21.♔e2 ♖c2+! 22.♔e1 ♗d3
23.♗g3 f6 24.♔d1 ♖b2**

25.♖c1? *It was better to play 25.♔c1 to try
and get rid of Black's pesky rook! 25...♖e2
26.♔d1 ♘b6 27.♘e1! ♗a6 28.a4 ♖b2
29.♔c1* **25...♗e2+! 26.♔e1 ♘b6 27.♘d2
♘c4** *Black's pieces are choking the Chal-
lenger* **28.a3?!** *The alternative 28.♔xe2
♖xd2+ 29.♔e1 ♖xa2 30.♖b1 has lost a
pawn but was slightly better* **28...♘xd2?!**
*Black has missed an even better opportunity
which was 28...♗d3! 29.♘xc4 dxc4-+*
**29.♖c8+! ♔f7 30.♔xe2 ♘b1+ 31.♔d1 ♘xa3
32.♔c1 ♖b1+ 33.♔d2 b5! 34.♖c7+ ♔g6**
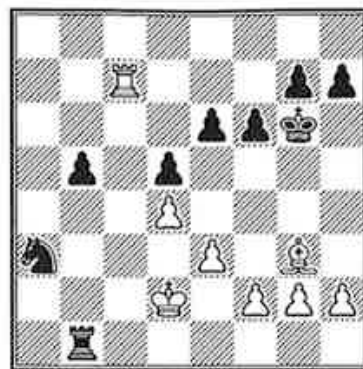
*White will have to play very well to save this,
but unfortunately it tried...* **35.♖e7??** *This
attempt to win back its pawn loses unfortu-
nately. So often in the endgame a tempo can
be worth more than a pawn! I think there are
2 alternative defences, both leave Black on
top but certainly make life much harder than
the game move: [a] 35.♔d3 b4 36.♗d6
♘c4 37.♗f8 ♖b3+ 38.♔e2, and Black must
find 38...♔f5! 39.♖xg7 ♖b2+ to be sure of
the eventual win; [b] 35.♗d6 b4 36.♗f8
♔f5! 37.♖xg7 ♘c4+ 38.♔e2 ♖b2+ 39.♔f3
♘d2+ 40.♔g3 b3 41.♖b7 ♘e4+ (trying to
queen the b-pawn with 41...♖a2?! results in
disaster after 42.f3! b2 43.♔h4 b1♕ 44.g4+
m/3!!) 42.♔h4 ♘xf2-+* **35...♘c4+ 36.♔c2
♖b2+ 37.♔c1 b4!** **38.♖c7** *Not 38.♖xe6? b3!
wins as White loses his rook if he plays ♖b6*
38...♖b3 39.♔d1 ♖c3! **40.h4** *If 40.♖b7 then
40...b3 41.♔e2 b2 followed by ♖c1 and wins*
**40...b3 41.h5+ ♔xh5 42.♖xg7 b2 43.♖xh7+
♔g5 44.♖b7 ♖c1+ 45.♔e2 b1♕ 46.♖xb1
♖xb1** *and the rest is easy...* **47.♗f4+ ♔f5
48.♔f3 ♘d2+ 49.♔e2 ♖b2 50.f3 ♘e4+
51.♔f1 ♘f2 52.g4+ ♔g6 53.♗g3 ♘d3 54.f4
♖c2 55.♗h4 ♘b2 56.♗f2 ♘d1 57.♗g1 ♖a2
58.g5 fxg5 59.fxg5 ♔xg5 60.e4 dxe4
61.♔e1 ♖a1 62.♔d2 ♔f4 63.♗h2+ ♔f3
64.♔c2 ♖a2+ 65.♔c1 ♖xh2 66.d5 exd5
67.♔xd1 e3 68.♔c1 ♖d2 69.♔b1 e2
70.♔a1 e1♕# 0-1*

This good win put the Milano back to +2,
with only 4 to play. Game 7 was a long one,
but had such an astonishing turnaround that
we just have to look at!

Milano - Challenger

Game 7. ECO A29: English Opening, 4 Knights

1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3 ♗b4 5.♗g2 0-0 6.0-0 e4 7.♘g5 ♗xc3 8.bxc3 ♖e8 9.d3 exd3 10.exd3 b6 11.♗f4 ♗b7 12.♖b1 a5 13.♘e4 ♘xe4 14.♗xe4 d6 15.♖b5 ♕d7 16.♕h5 g6 17.♕h6 ♖e6 18.♖b2 ♖ae8 19.♗d5

19...♖e2? *19...♖e1 was good as, if 20.♖xe1 ♖xe1+ 21.♔g2 ♕f5, Black might even have a slight edge* **20.♗g5! ♕f5 21.♗e4??** *The start of White's woes. 21.♖xe2 ♖xe2 22.d4 ♖xa2 23.♗e4 would have left White on top after 23...♘xd4 (best as 23...♕xe4?) 24.♗f6! threatening mate on g7) 24.♗xb7 ♘e6 25.♗e3 leaving White with a bishop for 2 pawns and a clear advantage* **21...♖2xe4 22.dxe4 ♖xe4 23.♗f4 ♘e5 24.♗xe5 ♕xe5 25.♕d2 ♖xc4 26.♖c2 ♕f5**

27.♕e2?? *Missing a crushing tactical reply which the Challenger finds! 27.f3 was best, and if 27...h5 28.h4∓* **27...♗f3! 28.♕e3** *28.♕xc4?? ♕h3 m/3* **28...♖h4 29.♖fc1?** *Not 29.gxh4?? ♕g4#. But 29.♖a1 and if 29...♖xh2 30.♕xf3 ♕xf3 31.♔xh2 and things look bad for White, but not yet impossible. Now, after the move actually played, the Challenger could have finished*

The Mephisto Milano

the game with its next move **29...♖xh2** *Missing 29...♖e4!! when, after 30.♕h6 ♖e6 31.c4 ♕xc2 wins the rook as 32.♖xc2? ♖e1 mate. Black would be too far ahead in material for the Milano to have any chance* **30.♕xf3 ♕xf3 31.♔xh2 f5** *Black is still winning, but it will just take longer* **32.♖e1 f4 33.c4 ♕d3 34.♖ec1 h5 35.♔g2 g5 36.♔h3 h4 37.♖c3 ♕f5+ 38.g4 ♕e4 39.a3 ♕e2 40.♖1c2 ♕f1+ 41.♔h2 ♕d1 42.f3 ♔f7 43.♖f2 ♕e1 44.♖fc2 h3**
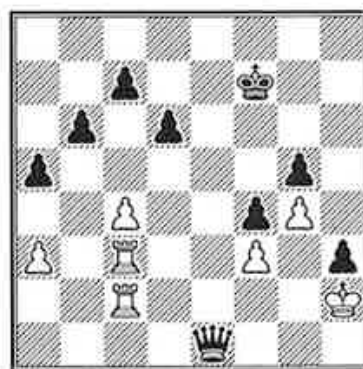
45.♖d3 *45.♔xh3?? ♕g3#* **45...c6?!** *Black is still ahead, but definitely better was 45...a4! 46.♖b2 c5 47.♖bd2 d5 48.♖xd5 ♕g3+ 49.♔h1 ♕xf3+ 50.♔g1 ♕xg4+ and White would have to resign* **46.♖cd2 b5 47.cxb5 cxb5 48.♖c2 d5 49.♖dc3** *Not 49.♖xd5?? ♕g3+ m/11* **49...♕g3+ 50.♔h1 h2 51.♖c1** *Not 51.♖xh2? ♕e1+ 52.♔g2 ♕xc3* **51...♔e6?** *51...♕f2 52.♖d3 d4 was stronger. Again Black is still ahead after the move played, but the evaluations are*

definitely dropping with these missed opportunities **52.♖f1 ♔d6 53.♖b3 ♔c5 54.♖c3+ ♔d4 55.♖c2 ♕h3?!** *55...♔e3! was best 56.♖xh2 d4 57.♖b2 d3 58.♖xb5 ♔e2 59.♖bb1 d2 and wins* **56.♖d1+ ♔e3 57.♖e1+ ♔d3 58.♖f2 ♔d4 59.♖b1 ♔e3 60.♖bb2 a4 61.♖be2+ ♔d3 62.♖d2+ ♔c4 63.♖b2 ♔c5 64.♖bc2+**

64...♔d4? *This and Black's next are mistakes, it needed to bring the series of checks to an end with 64...♔b6 65.♖cd2 ♕h8 66.♖xd5 ♕a1+ 67.♔xh2 ♕xa3-+* **65.♖cd2+ ♔c3** *65...♔c5 66.♖c2+ ♔b6 should still win* **66.♖xd5** *Although Black still has a slight edge, the loss of the d-pawn makes the win unlikely* **66...♕h4 67.♖g2 ♔c4 68.♖dd2 ♕h3 69.♖df2 ♕h8 70.♖b2**

And now the almost unbelievable happens! **70...♕xb2??** *and two more ?? would not be inappropriate. 70...♕h4 71.♖gc2+ ♔d4 72.♖b1 ♕h7 is probably going to be a draw, but maybe Black could still win* **71.♖xb2** *and of course now White must win, it cannot fail. How could the Challenger do this, its potential advantage at move 29 was virtually game over and 0-1?!?* **71...♔c5 72.♔xh2 ♔c4 73.♖b1 ♔c5 74.♔g2 ♔c6 75.♖c1+ ♔d6 76.♖c8 ♔d5 77.♖g8 ♔c4 78.♖xg5 b4 79.♖a5 bxa3 80.♖xa4+ ♔b3 81.♖a6 a2 82.g5 ♔b2**

83.♔h3 a1♕ 84.♖xa1 ♔xa1 85.♔g4 ♔b2 86.♔xf4 ♔a3 87.♔e5 ♔b4 88.f4 ♔b5 89.g6 ♔c6 90.g7 ♔d7 91.f5 ♔e7 92.g8♕ ♔d7 93.♕e6+ ♔d8 94.♕c6 1-0

	1	2	3	4	5	6	7	8	9	10	
Milano	½	1	1	½	0	1	1				5
Challenger	½	0	0	½	1	0	0				2

Now the Challenger must win all 3 of the final games. Oh dear! But here's game 8...

Challenger - Milano

Game 8. ECO C27: Vienna Game

1.e4 e5 2.♘c3 ♘f6 3.♗c4 ♗b4 4.♘ge2 c6 5.0-0 d5 6.exd5 cxd5 7.♗b5+ ♗d7 8.d4 e4 9.♗g5 ♗xb5 10.♘xb5 ♘bd7 11.c4 ♕a5 12.♗f4 ♖c8 13.a3 ♗e7 14.♖c1 dxc4 15.♘bc3 0-0 16.♕c2 ♖ce8 17.♖fd1 a6 18.♘g3 b5 19.♘cxe4 ♘d5 20.♗d2 ♕c7 21.♘f5 ♘7f6 22.♘xe7+ ♕xe7 23.♘c5 ♕d6 24.♖e1 ♘g4 25.g3 ♘df6 26.♗c3 ♘d5 27.♗d2 ♕f6 28.♗c3 ♕c6 29.♕f5 ♘df6 30.♕f4

The position is virtually equal, maybe White has a little more activity. Here Black can exchange rooks 30...♖xe1+ 31.♖xe1 and then protect the ♘ with h5, or just play 30...h5 immediately **30...h6??** *But instead it takes it's own knight's only safe square away! So of course...* **31.h3! b4?!** *Well I'm surprised again. It could have at least grabbed a pawn with the doomed knight and played 31...♘xf2 32.♕xf2 ♕a8, though 33.♕g2+- is clearly still good for White* **32.axb4 h5 33.hxg4 ♘xg4 34.♖xe8 ♖xe8 35.♖a1**

And a piece up the Challenger, this time, is going to win with ease **35...f6 36.♖xa6 ♕d5 37.♖a7 ♖a8 38.♖xa8+ ♕xa8 39.♕f5 ♕e8 40.♕d5+ ♔h8 41.♕xc4 ♕g6 42.♕d5 h4 43.♕a8+ ♔h7 44.gxh4 ♘e3+ 45.♔h1 ♕b1+ 46.♔h2 ♘g4+ 47.♔g2 f5 48.b5 ♕c1 49.♕f3 g6 50.b6 ♕a1 1-0**

So it immediately did get one back, it's 5-3 to the Milano.

But sadly for the Challenger it couldn't save the match even after this good win, as game 9 was a tame QGA draw.

Here, then, is the final game of the Match...

Challenger - Milano

Game 10. ECO B13: Caro-Kann, Exchange Vartn

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 ♘f6 5.♘c3 ♘c6 6.cxd5 ♘xd5 7.♗b5 e6 8.♕a4 ♗b4 9.♘ge2 ♗d7 10.0-0 ♗xc3 11.bxc3 a6 12.♗xc6 ♗xc6 13.♕b3 b5 14.♖b1 0-0 15.♗a3 ♖e8 16.♖fe1 ♕g5

Black has some pressure with its pieces aimed against White's king − always an advantage worth having − but there are ways to defend **17.g3??** *But not this, it*

leaves an awful weakness with Black's ♗/c6 aiming clear down the diagonal 17.♗c1 ♕g6 18.♗d2 ♖ac8 19.f3 doesn't look too bad **17...♕f5! 18.c4 ♘b6 19.cxb5 ♗e4** *19...axb5! 20.♗c5 ♘c4! was even stronger* **20.♖bc1 ♗d5 21.♕c3 axb5**

22.♗c5?! *White still had some chance of saving the game with 22.♘f4 and after 22...♘c4 23.♘xd5 ♕xd5 24.♗c5, but Black wins a pawn with 24...♖xa2 and obviously has the better prospects* **22...♘c4 23.f3?** *23.♘f4 ♖xa2 24.h4 would keep White in the game a little longer* **23...♘d2!!** *The offered sacrifice cannot be taken!* **24.♖f1** *24.♕xd2? ♕xf3 25.♘c3 ♕h1+ m/3* **24...♖xa2** *Of course the immediate 24...♘xf1 would also win* **25.♘f4 ♘xf1 26.♖xf1 ♖ea8 27.♖c1 ♖8a4 28.♘xd5 ♕h3! 29.♕c2** *Sacrificing to delay mate... but not for long!* **29...♖xc2 30.♖xc2 ♖a1+ 31.♔f2 ♕xh2+ 32.♔e3 ♕xc2 33.♘e7+ ♔h8 34.♔f4 f6 35.♔g4 ♕d2 36.♘g6+ hxg6 37.♗d6 f5+ 38.♔h3 ♖h1#.** *A very good tactical display from the Milano after the Challenger's flawed defensive effort at move 17.* **0-1**

	1	2	3	4	5	6	7	8	9	10	
Milano	½	1	1	½	0	1	1	0	½	1	6½
Challenger	½	0	0	½	1	0	0	1	½	0	3½

An interesting match and with a slightly unexpected result in view of each Computer's ratings which have been calculated from literally thousands of games over many years. But it will please all those who, like me, have enjoyed their Milano, Polgar and Nigel Short machines from Ed Schroder, with their excellent graphic displays.

Thanks Augusto!

STEVE BLINCOE's TASC R30 v
HARVEY WILLIAMSON's MEPHISTO LONDON 68030

When **Steve** and **Harvey** suggested this **10 Game** Match to me as a great way to bring *Selective Search* to a grand finale, I can tell you I was more than pleased, and excited. This pair of dedicated Chess Computers have dominated the top 2 places in the Rating List since the year dot, and they've stayed very close to each other up there as well. In *SelS165*:

- Tasc R30   2330
- Mephisto London 68030   2301

In fact at one point before the **Match** it was suggested that we might run a special extra issue of the Magazine, a 167, with this as the centre piece and also include coverage of the **2013 World Championship**. Steve and Harvey even, and very generously, offered to pay all my printing and postage costs, so that whatever I charged you, the reader, would come to me as a clear profit... profit, wow... that was very tempting!

But I said, *'Let's wait and see how the Match goes. It should be close, and the chess should be good, but it would be something of a damp squib if it wasn't'.*

I also wondered how **Hiarcs** would get on in the World Championships! I have been **Mark Uniacke**'s friend for so many years, and worked on Hiarcs as a helper, that I have to admit to a serious bias towards it - as if you didn't know! I would certainly not want my final issue to be in any way an embarrassment to either of us.

Mark has worked so hard on the excellent **Hiarcs Chess Explorer** that most of his plans for improving the engine have had to go on the back burner, though I know from our many chats that he has some good ideas that should be quite effective. But they will also require a fair amount of code re-organising. So this meant that, at the time of entering the WCCC and WCSC, the engine was not too much stronger than Hiarcs 14. How much, I wondered, would the others
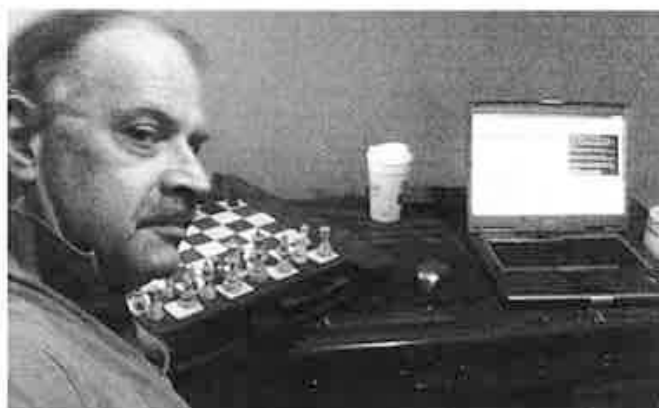
Steve above, and
Harvey below

have improved?!

As it happens I didn't need to worry about Hiarcs at all, as readers will see in my World Championship article.

But first we present the **Tasc v London** Match! I wonder what you will make of it?

10 GAME MATCH
1 MINUTE PER MOVE OVER THE INTERNET
Tasc R30 v Mephisto London 68030

Although we are all well aware that today's PC engines on fast dual/quad/octal computers are much, much stronger than even the best of the dedicated computer, I think we have always had great respect for this pair! We have found both of them to be strong and

reliable as well as a joy to use in play, the London's deep searching and solid style hard to beat, and the Tasc's tactical style cleverly aggressive and sometimes destructive, at least when I play it!

So, please play through the games, or at least check out the diagram positions and read through Harvey's (thanks Harvey!) and my notes, and make your own mind up.

I'm aware of course that, when using a quad or faster PC armed with a strong engine, we will see that mistakes which might go unnoticed by us will get shown up, but we don't expect to find 'big mistakes', do we?!
Perhaps the sometimes quite large PC evaluation swings are simply because what was once seen (closer to the root move) as a smallish positional error, now (searching so much deeper) is now seen at the end of the analysed line as a game changer!

Or have we perhaps always over-rated our good friends? Well, I would certainly have said 'no' to that suggestion, because we've had these two and many other dedicated computers entered in **official** tournaments and obtained our rating levels directly from their achievements there. We've done everything we could to keep our feet on the ground and be as fair as we could.

So then, see what you think...

Oh. forgot to mention. Steve chose the opening move for the R30 for each game, and Harvey did the same for the London. After that the computers used their own books.

Mephisto London 68030 - Tasc R30

Game 1. ECO: B19. Classical Caro-Kann

**1.e4 c6 2.♘c3 d5 3.d4 dxe4 4.♘xe4 ♗f5
5.♘g3 ♗g6 6.h4 h6 7.♘f3 ♘d7 8.h5 ♗h7
9.♗d3 ♗xd3 10.♕xd3 ♕c7 11.♗d2 ♘gf6
12.♕e2 e6 13.0-0-0 0-0-0 14.♘e5 ♘b6
15.♗a5 ♖d5 16.♗xb6 axb6 17.f4** *17.c4 ♖a5
(or 17...♖d8 18.♔b1) 18.♔b1 has been
more successful* **17...c5 18.dxc5 ♗xc5
19.♔b1 ♖hd8**

20.c4? *Harvey: Hiarcs had it more or less
equal up to here but thinks c4 is a blunder.
20.♖d3 looks better, and if 20...♗d6
21.♖e1= **20...♖xd1+! 21.♖xd1 ♖xd1+
22.♕xd1 ♗e3 23.♕f3 ♗d4 24.♘e4 ♗xe5
25.fxe5 ♕xe5 26.♘xf6 gxf6** Harvey: Hiarcs
thinks taking with the Queen was better. E.g.
26...♕xf6 27.♕e2 ♕f4∓* **27.♔c2 f5**
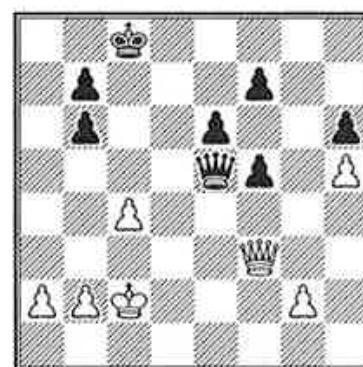
*Black might still be better, a pawn up, but
with 2 pairs of doubled pawns a draw is
looking more likely* **28.a4 f4 29.♕g4 ♔c7
30.b3 ♕e4+ 31.♔b2 ♕d4+ 32.♔a2 ♕d2+
33.♔a3 ♕c1+** *33...e5! was best, and after
34.♕g7 ♕d6+ 35.♔b2 ♕e6 36.♔c3 e4-+
with good winning chances* **34.♔a2 ♕c2+
35.♔a3** *Harvey: Hiarcs still prefers Black
but the Tasc seems to want to just play
checks* **35...♕f2?!** *35...e5 36.♕g7 ♕c1+
37.♔a2 ♕d2+ 38.♔b1 ♕d1+ 39.♔b2
♕xh5 40.♕f6 ♕e2+ and Black could still
win* **36.♔b4 ♕c5+ 37.♔c3 ♕e3+ 38.♔b4**

Steve's R30 at the end of game 1

38...b5? *Harvey: Genius is off the hook! 38...♕e1+ 39.♔a3 ♕a1+ 40.♔b4 ♕f6 might still have got Black the full point* **39.cxb5 ♕d4+ 40.♔a3 ♕d6+ 41.♔b2 ♕d2+ 42.♔a3 ♕c1+ 43.♔a2 ♕c2+ 44.♔a3 ♕c5+ 45.♔a2 ♕f2+ 46.♔a3 ♕d4 47.♕f3 e5** *Harvey: Finally but is it too late?* **48.a5 f5 49.b6+ ♔b8 50.♕f1 ♕c5+ 51.b4 ♕c3+ 52.♔a4 ♕c6+** *Harvey: We agreed a draw here. However Hiarcs actually thinks White has some chances!? It would play 53.♔b3 here. Tasc and Genius both thought Black was slightly better. E.g. 53.♔b3 ♔c8 54.♕c4 ♕xc4+ 55.♔xc4 e4! would actually have been an exciting finish for the OnLine spectators!* ½-½
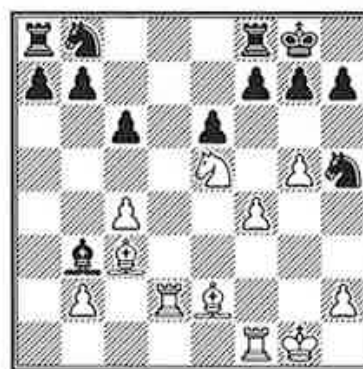
Tasc R30 - Mephisto London 68030
Game 2. ECO: A11. English Opening

1.♘f3 d5 2.c4 c6 3.e3 ♗f5 *Harvey: This took the R30 out of book* **4.♘c3** *Harvey: And this took Genius out of book :)* **4...e6 5.d3N** *Though the computers are out of their Books 5.d4 ♘f6 6.♘h4 would have followed a well−known theory line* **5...♗b4 6.♗d2 ♘f6 7.e4 dxe4 8.dxe4 ♗xc3** *Harvey: 8...♗xe4 is probably better 9.♘xe4 (9.♗e2!?) 9...♘xe4 10.♗xb4 ♕b6−+* **9.♗xc3 ♕xd1+ 10.♖xd1 ♗xe4 11.♘e5 0-0 12.f3 ♗f5?!** *Harvey: This may have been a mistake. Hiarcs now has it as +/=. 12...♗g6 looks better, then 13.♗e2 ♘a6* **13.g4! ♗c2 14.♖d2 ♗b1** *Harvey: At the time Steve and I both thought this move was ?! But it looks like Black was already in trouble and this may actually have been the best/only move!* **15.♗e2 ♗xa2 16.0-0 ♗b3 17.g5 ♘h5 18.f4**

18...g6? *18...f6 was better, though if 19.♗b4! c5 20.♗xc5 fxe5 21.♗xf8 ♘c6 and now more exchanges: 22.♗xh5 ♖xf8 23.fxe5 ♖xf1+ 24.♔xf1 ♗xc4+ 25.♔f2 and the advantage is still with White* **19.f5! ♘g7??** *Harvey: Genius seems to have lost the plot :) 19...exf5 was the only chance, but 20.♗xh5! a5 (20...gxh5? 21.♖xf5!) 21.♗f3+−* **20.fxe6** *20.fxg6! was also winning: 20...hxg6 21.♘xf7 ♘f5 (21...♖xf7? 22.♖d8+ m/4 22...♔h7 23.♖xf7 etc) 22.♘h6+ ♔h7 23.♖f3 heading for h3 and it's game over* **20...♘xe6** *Harvey: Steve and I discussed this move but it does seem the best by Black even though Hiarcs says it's now +5.00 for White* **21.♘g4 ♖d8 22.♘h6+ ♔f8 23.♖xf7+ ♔e8 24.♖xd8+ ♘xd8** *If 24...♔xd8 25.♗f6+ ♔c8 26.♖e7 ♘d7 27.♖xe6 ♘xf6 28.gxf6 wins* **25.♖xh7 ♘d7 26.♗f6 ♘c5 27.♗g4 ♘de6 28.♗xe6 ♘xe6 29.♘f7 ♖d8 30.♘xd8 ♘xd8 31.♖h8+ ♔f7 32.♖xd8 ♗xc4 33.♖d7+ ♔e6 34.♖xb7 a6 35.♔f2 ♔f5**
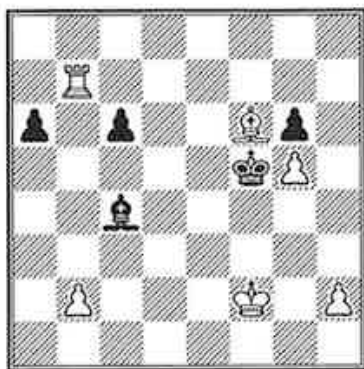
36.♔e3 ♗f1? *Harvey: This hastens the end but White's material advantage was too much whatever Black did* **37.♖e7 ♔g4 38.♖e4+ ♔h3 39.♔f2 ♗b5 40.♗e5 ♗d3 41.♖e3+ ♔g4 42.♖xd3 ♔xg5 43.♖c3 ♔f5 44.♗g3 a5 45.♖xc6** *Harvey: At this point Genius resigned. I was set to resign if the evaluation was < 9.99. Hiarcs declares mate in 10 after a few seconds on my laptop.* **1-0**

Mephisto London 68030 - Tasc R30

Game 3. ECO: A00. Irregular Opening

1.g3 d5 2.c4 dxc4 *Harvey: After playing 2.c4 Genius was out of book whatever Black replied! You can blame me for choosing 1.g3 I guess!* **3.♗g2 e5 4.♕c2** *Harvey: This move is not in the Hiarcs book (it has Qa4) but looks ok* **4...♘f6 5.♕xc4 c6 6.♘f3 ♗e6 7.♕c3 ♘bd7 8.♘xe5 ♘d5 9.♗xd5 cxd5 10.0-0 ♖c8 11.♕e3 ♘xe5 12.♕xe5 ♕d7 13.d4 f6 14.♕h5+ g6 15.♕f3 ♗e7 16.♘c3 0-0 17.♗h6 ♖fd8 18.♖fc1 ♗f5**

19.♕f4?! *Harvey: 19.h4 may be best* **19...g5! 20.♕f3 ♖c4 21.♕e3 ♖e8 22.h4 gxh4**

Black's advantage from 19.♕f4?! is still small **23.gxh4?** *It was very dangerous to open the g–file as Black can be first to take advantage. Harvey: 23.♕f3 looks better 23...♖d8 24.♖d1∓* **23...♔f7!** **24.♗f4?!** *Safety first demanded 24.♔f1 but 24...♗b4 (threatening ♖x♕) 25.♕f4 ♖g8, Black's pieces dominate the board as well as White's king!* **24...♗d6!** *Discovering the ♖x♕ threat* **25.♕f3 ♗xf4 26.♕xf4 ♖g8+**

27.♔h1?? *Harvey: The king had to go to f1. 27.♔f1 is better but even so, after 27...♗h3+ 28.♔e1 ♖g1+ 29.♔d2 ♖g4 30.♕b8 (where else?!) 30...♖cxd4+ 31.♔c2 ♖c4 threatening d4, and Black is sure to win* **27...♖xd4 28.♕h2 ♖gg4 29.♖d1 ♖c4 30.e4 ♖xc3 31.exf5** *31.bxc3? ♗xe4+ 32.f3 ♗xf3+ 33.♕g2 ♖xg2 34.h5 ♕h3#* **31...♕xf5** *Harvey: The game is already over* **32.♖g1 ♕f3+ 33.♖g2 ♖cc4 34.♔g1 ♖xg2+ 35.♕xg2 ♖g4 36.♕xg4 ♕xg4+ 37.♔h2 d4 38.♖g1 ♕xh4+ 39.♔g2 d3 40.♔f3 ♕h5+ 41.♔g3 ♕g5+ 42.♔h2 ♕xg1+ 43.♔xg1 d2 44.♔g2 h5?!** *Harvey: What is wrong with d1=Q?!* **45.a4 d1♕ 46.b4** *Harvey: the only conso–lation was Genius saw mate in 6 before the R30 found it* **46...h4 47.a5 ♕d3 48.f4 ♕e2+ 49.♔h3 ♕f3+ 50.♔xh4 f5 51.♔g5 ♕g4+ 52.♔h6 ♕g6#** **0-1**

Tasc R30 - Mephisto London 68030
Game 4. ECO: B22. Sicilian 2 c3

1.e4 c5 2.c3 d5 3.exd5 ♕xd5 4.d4 ♘f6 5.♘f3 e6 6.♘a3 ♘c6 7.♗e2 ♕d8 8.♘c2 ♗e7 9.0-0 0-0 10.♗g5 cxd4 11.♘cxd4 ♗d7 12.♖e1N *12.♕b3 is the PowerBook move 12...♕c8 (or 12...♕c7 13.♖ad1) 13.♖fe1* **12...♘xd4** *Harvey: Marked !? interesting by Hiarcs* **13.♕xd4 ♗c6 14.♖ed1** *14.♕xd8 ♖fxd8 15.♘e5 is the Hiarcs Book and looks a little better* **14...♕xd4** *Harvey: Hiarcs wouldn't take the queen, but anyway thinks the position is equal* **15.♖xd4 h6 16.♗h4 ♖fd8 17.♖ad1 ♖xd4** *[17...g5!? 18.♗g3 ♘e4* **18.♘xd4** *Better than 18.cxd4? ♗d5 19.b3 g5 20.♗g3 ♘e4∓* **18...♗d5 19.♘f5 ♗d8 20.c4 ♗c6** *Harvey: 20...exf5 is preferred by Hiarcs, and the game is still equal after 21.♗xf6 ♗xc4 22.♗xc4 ♗xf6 23.♖d7* **21.♘d4! ♗e4 22.♘b5** *Harvey: Hiarcs would play 22.f3 continuing to chase the bishop* **22...♗e7 23.♗g3 a6 24.♘c3 ♗c6 25.♗d6 ♔f8 26.♗xe7+ ♔xe7 27.f3 a5 28.b3 b6 29.♖d2 ♖d8 30.♖xd8 ♔xd8**

So we've reach a minor pieces endgame and the position is very level, it should be a draw **31.♔f2 ♔e7 32.g3 e5 33.♔e3 ♔d6 34.f4**

34...e4? *Harvey: This is a blunder, White*

Top, a Mephisto 68030 board, and below Harvey's Genius/London display + plate

can win the pawn as Black cannot support it adequately. Hiarcs would play 34...exf4+ and says it is equal after 35.♔xf4 ♘d7= **35.♔d4! g5?!** *The more cautious 35...g6 was better and, after 36.♗d1! (to enable ♗c2 winning the e4/pawn) Genius could try 36...♔e7 37.♗c2 ♘g4, but White would still have good winning chances* **36.fxg5 hxg5 37.h3** *37.h4! gxh4 38.gxh4 was also strong* **37...♔e6**

38.g4?! *Needlessly giving itself a backward pawn on h3. Fortunately for the R30 Black misses the best reply. As at the previous move 38.h4! was best, then 38...gxh4 39.gxh4 ♘g8 40.♘xe4± **38...♔e7?!** Harvey: Hiarcs points out that 38...e3 was better, but Black is still in trouble as long as White finds 39.♗f1! ♘e8 40.♘d1± **39.♗f1! e3 40.♔xe3 ♔d6 41.♔d4***

41...♗f3 *When you're fighting for your life you've got to keep finding the best moves, and here 41...♘d7 was right. White would probably now go with 42.♘e4+ ♗xe4 43.♔xe4 and then 43...♔e6± is the best way to hang on and make it as hard as possible for the R30 to win* **42.a3 ♘d7 43.b4?!** *43.♘e4+ was better, virtually forcing 43...♗xe4 44.♔xe4 and after 44...♘c5+ 45.♔f5 ♔e7 46.♘xg5 the game is close to won!* **43...axb4 44.axb4 ♘f6?!** *44...f6 was best, then 45.♘a4 ♔c7. Now White will try to break through with 46.c5 bxc5+ 47.♘xc5 when the passed b-pawn threatens to win the game, so 47...♘b6 is needed and might just hold* **45.c5+?!** *Swapping mistakes. Harvey: 45.♘a4! Now 45...♔c7 46.c5 bxc5+ 47.♘xc5 following the line in the previous note but with even more pressure due to Black's error with 44...Nf6* **45...bxc5+ 46.bxc5+ ♔e7 47.♘b5 ♘d7 48.♘d6 f6**

Amazingly Black is still fighting! **49.♗b5** *If instead 49.♘f5+ ♔d8 50.♘g7 ♔e7 White would still be struggling to find a new breakthrough* **49...♗g2??** *Harvey: After this Hiarcs is at +4.50 for White. It was a wasted move and tempo at a critical moment. 49...♘e5 would probably save the game: 50.♘f5+ ♔e6 and Black seems to be hold-ing!* **50.♘f5+! ♔d8** *50...♔e8? 51.c6!* **51.♘e3! ♗xh3?** *Harvey: The bishop can't move! For "winning" a pawn the bishop leaves itself without a single move! There was nothing better than returning to f3 with 51...♗f3 accompanied by a slight blush if it was human, but 52.♘d5! ♘f8 53.♘xf6 ♘e6+ 54.♔e5 ♘xc5 55.♘h7 ♔e7 56.♘xg5 wins anyway* **52.♗xd7** *Harvey: Hiarcs quickly announced a long 100+ move mate here, eventually bringing it down to m/13* **52...♔xd7 53.♔d5 ♔c7 54.c6 ♗xg4 55.♘xg4** *Harvey: Tablebases have taken over in the PC engines and mate is inevitable. The R30 follows the route to the fastest possible win!* **55...f5 56.♘f6 g4 57.♘e8+ ♔c8 58.♔d6 f4 59.c7 ♔b7 60.♔d7** *60...♔a6 61.c8♕+ ♔b5 62.♕c3 f3 63.♘c7+ ♔a4 64.♘d5 ♔b5 65.♕b4+ ♔a6 66.♕b6#* **1-0**

	1	2	3	4	5	6	7	8	9	10	
Tasc R30	½	1	1	1							3½
London 030	½	0	0	0							½

It was about now that I began to fear that the Match was going to be too one-sided to warrant a *'Special Edition'*. But I decided to hang on a little longer..... you never know!?

Mephisto London 68030 - Tasc R30

Game 5. ECO: A52. Budapest Gambit

**1.d4 ♘f6 2.c4 e5 3.dxe5 ♘g4 4.♘f3 ♗c5
5.e3 ♘c6 6.a3 a5 7.b3 ♘gxe5 8.♗b2**
Harvey: First non-Book move **8...d6
9.♘xe5 ♘xe5 10.♗e2 0-0 11.0-0** *The
computers stayed with known theory to here*
**11...♗f5 12.♘c3 ♕g5 13.♔h1 ♕h4 14.♕d2
♖fe8**

15.♘a4? *Harvey: This is a mistake, 15.♘d5
is probably best, though a very early draw
could occur if 15...♗e4 16.♘xc7 ♘g4
17.♗xg4 ♗xg2+ 18.♔xg2 ♕xg4+ 19.♔h1
♕f3+ 20.♔g1 ♕g4+ heading for 3-fold
repetition. So maybe 15.f3 aiming to play e4
and obtain a strong pawn centre?!*
15...♗a7?! *Harvey: The Tasc lets London
off the hook although Black is still better.
15...♖e6! 16.♗xe5 dxe5 and now 17.g3 is
virtually forced, but 17...♕e4+ 18.♔g1
♖d6! wins material* **16.c5?! dxc5 17.♕c3
♖ad8 18.♕xa5** *Harvey: During the game
Steve and I wondered what would happen
after 18.f4 but it turns out it is good for
Black: 18...♗d3! 19.fxe5 ♗xe2 when the
good-looking 20.e6! is (unfortunately) met
simply by 20...f6! and after 21.♖f4 ♕g5-+*
18...♘c6?! *Harvey: After 18...♗b8!
19.♘xc5 b6 20.♕a4 ♘g4 and Black keeps
the advantage* **19.♕c3** *Harvey: Hiarcs now
thinks White is fine, maybe slightly better.
Note, not 19.♕xc7?? ♗b8! and ♕xh2 mate
if White's ♕ moves!* **19...♕g5 20.♗b5
20.♖fd1!?±** **20...♖e6**

21.♘xc5? *Harvey: 21.f4 looked best here*
21...♖g6! 22.♖g1 *The London is in trouble
again, but the R30 messes it up* **22...♗xc5?**
*Harvey: With 22...♖d5! 23.♗xc6 bxc6 24.f4
♕g4 25.e4 ♖xc5-+ Black is winning*
23.♕xc5 *Harvey: Now it is only slightly
better for Black* **23...♖h6 24.♖gf1 b6
25.♕c4 ♗d3 26.♕xd3 ♖xd3 27.♗xd3 ♕h5
28.h3 ♕d5 29.♖fd1 ♕xb3 30.♗e5 ♖xh3+!
31.gxh3 ♕d5+ 32.♔g1 ♕xe5 33.♖ac1 ♘d8**
*Harvey: By here both machines thought
White was slightly better, it seems today the
R30 is somewhat passive and is happy with
a draw* **34.♗f5 ♘b7**

35.♗g4? *Harvey: Once again White is
trying to help Black to win. 35.♖d7 ♕xf5
36.♖cxc7 draws* **35...g6!** *Harvey: To stop
the back rank threats* **36.♖c6 ♘a5 37.♖cc1
♘b7** *Harvey: The R30 is going to wimp out
with a repetition, but Hiarcs thinks it should
try and win this with 37...c5! 38.♖b1 ♘c4∓*
38.♖c6 ♘a5 *Harvey: Even now 38...h5!
39.♗e2 ♔g7∓ was worth a try* **39.♖cc1
♘b7... and a disappointing ½-½**

Tasc R30 - Mephisto London 68030

Game 6. ECO: D31. D31: Queen's Gambit Declined: Semi-Slav without ...Nf6 (+ Marshall Gambit and Noteboom) and Exchange Variation lines without ...Nf6

1.c4 c6 2.♘f3 d5 3.d4 e6 4.♘c3 dxc4 5.a4 ♗b4 6.e3 b5 7.♗d2 ♗b7 8.axb5 ♗xc3 9.♗xc3 cxb5 10.b3 a5 11.bxc4 b4 12.♗b2 ♘f6 13.♗d3 ♘bd7 14.♕c2 *Harvey: We're still in theory and White prepares c5* **14...0-0 15.0-0 ♕c7 16.e4 e5 17.♖fe1 ♖fe8 18.c5 exd4 19.♗xd4 h6 20.e5 ♘d5!**

We're still in theory, but the computers are out of their Books now of course, and this is a very difficult move to meet if you don't know what you're doing! Best is 21.♗h7+! ♔h8 22.♗e4 ♘f8 23.♖ac1 which scores 50% in my database, or perhaps 21.e6 ♖xe6 22.♖xe6 fxe6 23.♖e1, though this only scores 34% **21.♗e4N ♗c6 22.♗h7+** *A move too late, but the R30 is lucky as Genius now puts its ♔ on the wrong square!* **22...♔f8?** *Harvey: The King should probably be on h8. White has an active position so 22...♔h8! 23.e6 ♖xe6 24.♖xe6 fxe6 25.♗xg7+!? ♔xg7 26.♕g6+ ♔h8 27.♕xh6. Now this does look frightening for Black, but 27...♘f8 28.♗f5+ ♘h7 29.♗xh7 ♕xh7 30.♕xe6 ♕g7! ends with Black having ♗ for 2 pawns and every chance of winning* **23.♖ac1?!** *[Harvey: 23.♕d2 is probably better, or 23.♕f5!? perhaps, which must be met by 23...♖e6 and now 24.♘h4* **23...♕b7?!** *Harvey: Best was 23...♘f4 24.♕f5 ♘e6 25.♗g6 ♘b8∓ and Black looks better here* **24.♗e4** *Harvey: 24.♘h4! was the move and after the almost forced 24...♖e6 25.♘f5±. The dedicated computers are struggling to find their way through the complications as each in turn*

misses its opportunity to gain an advantage **24...♘f4** *24...b3!?* **25.♗xc6 ♕xc6**

26.♗e3? *Harvey: A blunder by White. 26.♕h7 (or 26.♕f5) 26...♕g6 27.♕xg6 fxg6 28.c6=* **26...♘e6??** *Harvey: Black throws away a won game in missing 26...♘xg2! 27.♔xg2 ♘xe5 when Black looks to be winning after 28.♕e2 ♕g6+ 29.♔f1 ♕e4-+* **27.♖ed1??** *Dreadful (Eric!). I cannot believe we are watching a Tasc R30 v London 68030 game! Harvey: With 27.♕h7! White is winning: 27...♔e7 28.♘h4 ♘df8 29.♘f5+ ♔d8 30.♖ed1+ ♔c7 31.♕g8+−* **27...♖ad8??** *Also dreadful! That's at least four bad moves in succession. Harvey: 27...♔g8 is = after 28.♖d6 ♕b5 29.♕f5. There is still some play in the game as, though the position is equal, both sides could have chances to win (or find a way to lose!) the game* **28.♖d6!**

28...♕b5?? *Oh dear. But even 28...♕c7 wouldn't save the game now after 29.♕h7 ♘xe5 30.♘xe5 ♖xd6 31.cxd6 ♕xd6 32.♕f5+−* **29.♕h7** *Harvey: Finally it is all over* **29...♖c8 30.c6 ♘xe5 31.♘xe5 ♖c7** *31...♕xe5?? allows m/3: 32.♖d7 ♕xh2+ 33.♔xh2 ♘c5 34.♕h8#* **32.♖d7 ♖xd7 33.cxd7 ♖d8 34.♕f5 ♕xd7 1-0**

|	1	2	3	4	5	6	7	8	9	10	
Tasc R30	½	1	1	1	½	1					**5**
London 030	½	0	0	0	½	0					**1**

Mephisto London 68030 - Tasc R30

Game 7. ECO A01. Nimzovitsch-Larsen Opening

1.b3 e5 2.♗b2 ♘c6 3.c4 ♘f6 4.e3 ♗e7 5.♘c3 d5 6.♘f3 ♗f5 *Harvey: This looks like a novelty. 6...d4!? seems interesting, while 6...dxc4 has some theory behind it* **7.cxd5 ♘xd5 8.♘xd5 ♕xd5 9.♗c4 ♕d6 10.♗b5 0-0 11.♖c1 ♗f6?!** *Harvey: White does well from here so perhaps 11...♘b4= was the better move* **12.♗xc6 bxc6 13.d4 exd4 14.♘xd4 ♖ad8 15.0-0 ♗g6 16.♕f3**


16...c5? *Harvey: White was already doing well and this looks like a blunder which just makes the R30's position worse. 16...♖fe8 was better, but White still wins a pawn with 17.♕xc6 and after 17...♕xc6 18.♖xc6 has a decent advantage* **17.♘b5 ♕b6 18.♗xf6 gxf6 19.♘c3 ♖d2 20.♘d5 ♕e6?!** *It was*
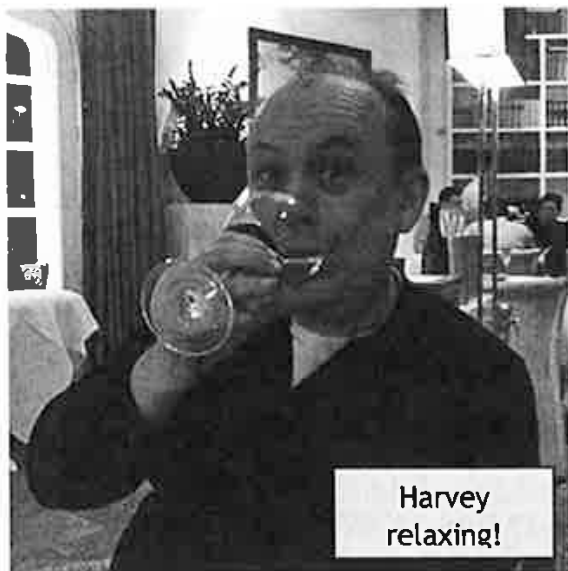

Harvey relaxing!

better to let the f6 pawn go straight away, but after 20...♕d6 21.♘xf6+ ♔g7 22.♘e4 White is still on top **21.♖xc5 ♖d8 22.♘xf6+ ♔g7 23.♘h5+ ♔g8 24.♖xc7** *Harvey: Or 24.♘f4!* **24...♕e5 25.♘f6+ ♔g7 26.♖c6 h5 27.g4 hxg4 28.♘xg4 ♕g5 29.♖c7 ♖xa2 30.♖fc1**
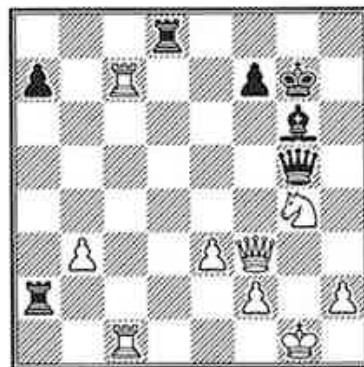
30...♖dd2? *Harvey: Another blunder but Black is already lost. 30...♕f5 31.♕g3 ♖ad2 would have given the R30 a better chance of saving the game* **31.♖1c5! ♕h4 32.h3?** *Harvey: This is a bad move, indeed Hiarcs says the advantage drops from +6 to +2. 32.♖f5! ♗xf5 33.♕xf5 and the mate threats would force Black to jettison material. 32.♕f4 was also good, if less spectacular* **32...♖a1+ 33.♔h2??** *Harvey: This second consecutive blunder seems to give Black equality! From +6 to 0 in two bad moves! 33.♖c1 was necessary, and after 33...♖xc1+ 34.♖xc1 ♕g5 35.b4 White should still win* **33...♖aa2??** *Oh dear! Harvey: Black misses the equalising move: 33...♖f1! 34.♔g2 ♖dd1 35.♘e5 ♖g1+ 36.♔h2 ♖h1+ 37.♕xh1 ♖xh1+ 38.♔xh1 ♕xf2 39.♘xg6= and the Tasc bales out with perpetual check* **34.♔g2! ♖d8?** *Harvey: 34...♖dc2 would keep Black in play a little longer* **35.♕f4 ♖dd2 36.♖f5 ♗xf5 37.♕xf5 ♖xf2+ 38.♘xf2**
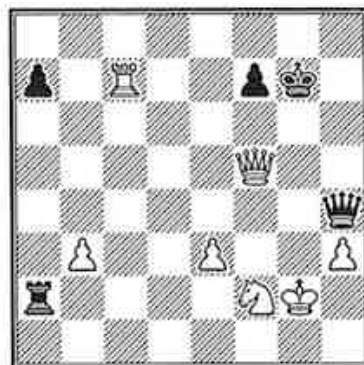
White's material advantage pretty much ensures a straightforward win from here **38...♕f6 39.♕xf6+ ♔xf6 40.♔f3 ♖a3 41.♘e4+ ♔g6 42.b4 ♖b3 43.♖xa7 ♖xb4 44.♖a6+ ♔g7 45.h4 ♖b1 46.h5 ♖f1+ 47.♔g2 ♖f5 48.h6+ ♔h7 49.♔g3 ♖b5 50.♔f4 ♖b4 51.♖d6 ♖a4 52.♖c6 ♖b4 53.♖a6 ♔h8 54.♔f3 ♖b8 55.♘f6** *Harvey: Here the R30 resigns. Hiarcs says it is mate in 8: 55...♖f8 56.♖a7 ♖e8 57.♔g4 ♖f8 58.♔f4 ♖g8 59.♖xf7 ♖g4+ 60.♘xg4 ♔g8 61.♘e5 ♔h8 62.♘g6+ ♔g8 63.♖g7#. A game riddled with bad moves by both sides from 30 to 34, but as the London needed to win all of the last 4 games, that's one down and three to go. Maybe there's still hope it?!* **1-0**

Tasc R30 - Mephisto London 68030

Game 8. ECO A88. Dutch Defence: Leningrad System

1.d4 f5 *Harvey: An interesting try (my choice of course at move 1!)* **2.g3 ♘f6 3.♗g2 d6 4.♘f3 g6 5.0-0 ♗g7 6.c4 0-0 7.♘c3 c6** *Harvey: 7...♕e8 maybe the best move, then 8.d5 and either Na6 or a5 usually follow from Black* **8.d5 e5 9.dxe6 ♗xe6 10.b3** *Harvey: This takes the London out of book. R30 stays in book for several more moves* **10...♘e4 11.♘xe4 fxe4 12.♘d4** *Harvey: And this is where the Hiarcs book ends* **12...♗f7** *There are 6 games with 12...♗f5 in my (Eric's) Big Database, but the PC engines are not so sure about this and see 13.♗e3 as giving White a good advantage!?* **13.♗xe4**


13...♕e7?! *The idea of protecting b7 is to enable 14...c5 and Black will win the exchange, but it doesn't work out too well. Harvey: 13...d5 is possibly better, resulting*

in exchanges *14.cxd5 ♗xd5 15.♗xd5+ ♕xd5 then 16.♗e3 ♕f7±* **14.♗g2 c5 15.♘c2 ♗xa1!? 16.♘xa1 ♘c6 17.♘c2** *Harvey: Black just looks worse here even though up in material* **17...♖ad8 18.♗b2 ♗e6 19.♘e3**

19...♕f7? *Harvey: This is a mistake. 19...h6 was needed, but White is still better after 20.♕d3* **20.♘d5!** *Harvey: Black is in trouble* **20...♘d4 21.♗xd4** *21.e3! ♘c6 22.♘f6+ would win even more quickly as it virtually forces a losing material exchange on Black with 22...♕xf6 23.♗xf6 ♖xf6 and now 24.f4+−* **21...cxd4 22.♕xd4 ♕g7 23.♕xa7 ♖a8 24.♕e3 ♗xd5 25.♗xd5+ ♔h8 26.♕d2 ♖a6 27.♖d1 ♕f6 28.♗xb7** *Harvey: White grabs the pawn and is still winning, but 28.f4! was stronger* **28...♕xf2+ 29.♔h1 ♖a7 30.♗g2 ♖e8 31.♖f1**
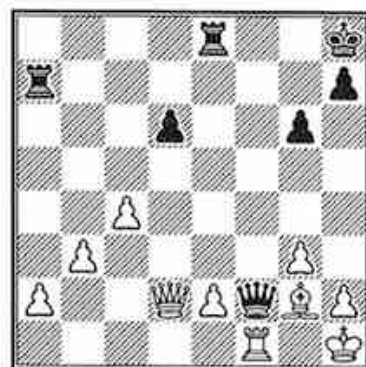
31...♕c5?! *Harvey: 31...♕xe2 was probably better, and after 32.♕xd6 ♕e5 though White is still on top* **32.a4 ♖e3?** *Harvey: This is bad. 32...♔g7 would have prolonged things but again White is still winning after 33.b4 ♕xc4 34.♕xd6+−* **33.♗d5! ♖ae7 34.♖f8+ ♔g7**

35.b4?! *Sufficient to stay ahead but not actually best. 35.♖g8+ should have been played first and after 35...♔h6 then 36.b4 ♕a7 37.a5+− * **35...♕a7??** *Swapping mistakes again. Harvey: This is very bad. Black should probably just capture with 35...♕xd5+ as, after 36.♕xd5 ♔xf8 can be played and the material deficit is not yet totally hopeless* **36.♖a8!** *Now Black can resign* **36...♕d7 37.♕d4+ ♖3e5 38.♖g8+ ♔h6 39.♕h4+ ♖h5 40.♕f4+ ♖g5 41.♗f3 ♖g7 42.♖xg7 ♕xg7 43.h4 ♕a1+ 44.♔h2 ♔g7 45.hxg5 ♕e5 46.♕xe5+ 1-0**, and the Match is over, a comfortable victory for the **Tasc R30**. Well done!

|	1	2	3	4	5	6	7	8	9	10	
Tasc R30	½	1	1	1	½	1	0	1			6
London 030	½	0	0	0	½	0	1	0			2

Although the London can no longer save the Match, Harvey and Steve wanted to play the last two games: it had been agreed to play 10 and decided beforehand that the Computer's Books would be switched 'off' for 9 and 10 so they would choose their own moves by calculation from the Start position! This might well be quite interesting!

Mephisto London 68030 - Tasc R30
Game 9. ECO D02. 1.d4 d5 2.Nf3 sidelines

1.♘f3 d5 2.d4 ♗f5 3.♗g5 h6 4.♗h4 g5?! *Harvey: Already we have a novelty. 4...c6 5.e3 ♘d7 has been played before, as has 4...♘d7 5.e3 ♘gf6. I even found the unbeliev- able 4...e6????? in my Big Database, which just goes to show that massive 5 million game databases need to be checked out by their users! Of course White won* **5.♗g3**

♘d7 6.e3 e6 7.♗b5 a6 8.♗e2 ♗g7 9.c4 h5 10.cxd5 exd5 *Probably better was 10...h4 11.dxe6 ♗xe6 12.♗e5 and now a series of exchanges 12...♘xe5 13.♘xe5 ♗xe5 14.dxe5 ♕xd1+ 15.♗xd1 0-0-0±. Though Black is a pawn down its development is a touch better, and White has doubled pawns, so I'd say the game is more even. Black's difficulties really stem from the kingside weakening 3...g5* **11.h3 h4 12.♗h2 ♘e7 13.♘xg5 c5 14.0-0 cxd4 15.exd4 ♕b6**
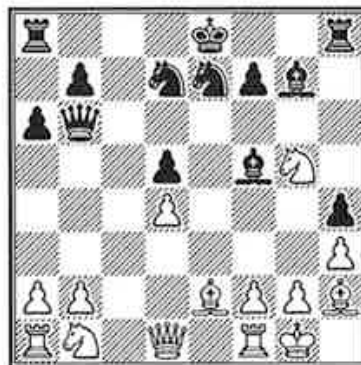
The London is a pawn up and Black has no obvious compensation **16.♕d2??** *Harvey: White was doing fine to here. 16.♗h5! would have been really quite strong: 16...♔f8 (or 16...0-0 17.♘c3 ♗xd4 18.♖c1+− leaves White with excellent piece activity) 17.♘c3 ♕f6 18.♘xf7 ♖xh5 19.♕xh5 ♕xf7 20.♕xh4 and White has good chances of securing the full point* **16...♕xd4** *A simple choice and now, instead, Black is on top!* **17.♕xd4 ♗xd4 18.♘c3 ♗f6 19.f4 ♖c8 20.♖ac1 ♘c5 21.♘d1 ♗g7 22.♖e1 ♔f8?!** *This doesn't help his ♖ a lot! Why not 22...0-0! 23.♘f3 ♗f6∓* **23.b4 ♘d3 24.♖xc8+ ♘xc8 25.♗xd3 ♗xd3 26.♘e3**

Thanks to Black's ♔f8?! putting its ♖ out of the game, White has very nearly equalised **26...d4 27.♘d5?** *Harvey: The 2nd mistake.*

27.♘g4 *was best, and now probably*
27...♗f5 28.♘f3= 27...♗c4! 28.♘c7 ♘e7
29.a3?! *Harvey: Now White looks lost The*
London needed to do something about the
passed d–pawn, so 29.♘f3 ♗xa2 (29...d3?!
30.f5!) 30.b5 29...d3! 30.♘f3 ♖h6 31.f5 ♖c6
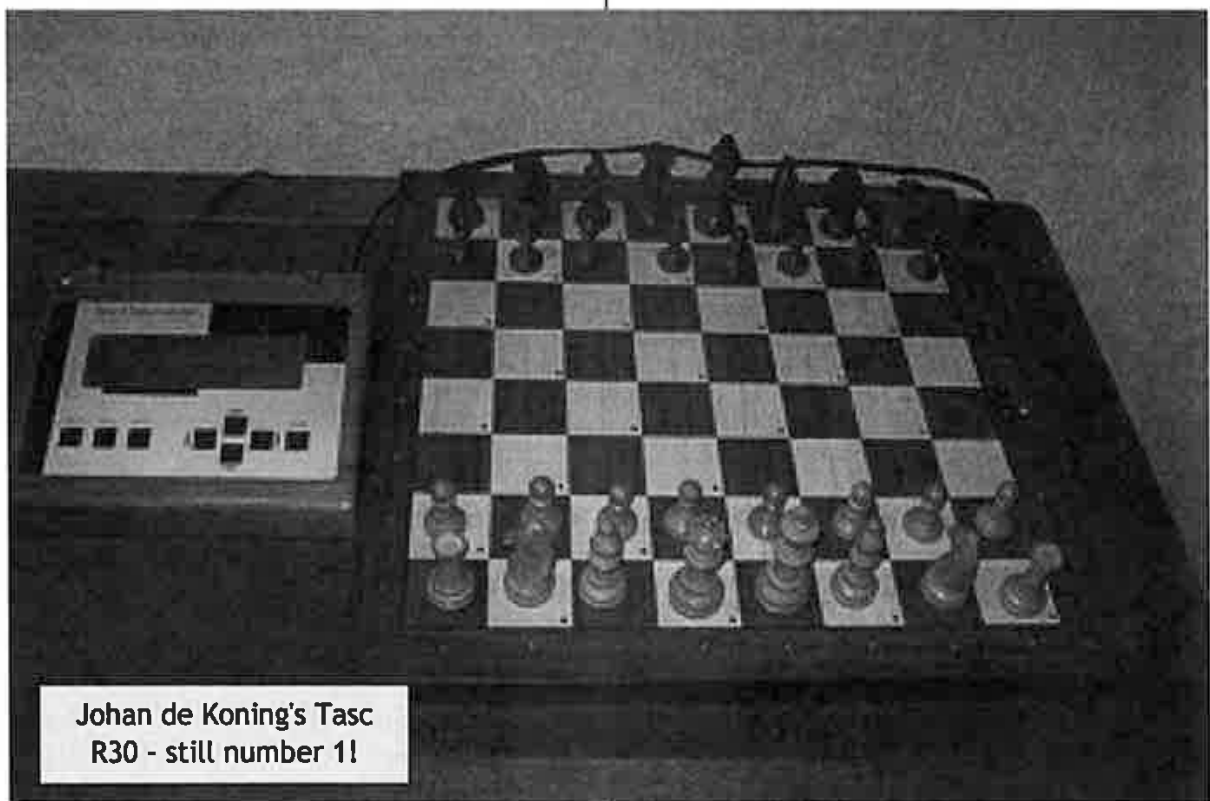32.♗f4 ♗c3 33.♖e4 b5 34.♔h2 ♗a2 35.♖e3

Tasc R30 - Mephisto London 68030
Game 10. ECO B02. Alekhine's Defence, Chase variation

1.e4 ♘f6 2.e5 ♘d5 3.c4 ♘b4 *Almost*
unknown, 3...♘b6 is usual 4.d4 d5 *Harvey:*
This would have taken even Hiarcs out of
book 5.♕a4+ ♘4c6 6.cxd5 ♕xd5 7.♘f3
♗g4 8.♘c3 ♕d7 9.♗e3 ♗xf3 10.gxf3 e6
11.♖g1?! *Understandable with Black still to*
castle, but better was 11.♕b5 ♘d8 12.♕b3
leaving Black a long, long way behind in
development 11...♘b4 12.♗b5 c6 13.♗e2 g6
14.0-0-0 ♗e7 15.♔b1 0-0 16.♗h6 ♖d8
17.♘e4 a5 18.♕b3 *18.f4 looks to be more in*
keeping with the advantages White has on
the kingside 18...b5 19.♖g4 ♘8a6

Harvey: Up to this point, after the opening,
White was better 20.a3? *Harvey: 20.♖c1*

35...♗b1! 36.f6 ♗xf6 37.♘d2?? *37.♖e1*
would have hung on for longer. but
37...♗c2! 37...♗c2! *Very strong, as in our*
note to the previous move 38.♗h6+ ♔g8
39.♗f4 ♘g6 40.♘d5 ♘xf4 41.♘xf4 ♗c3
42.♘f3 *42.♘xd3 ♗xd2 43.♖e2 ♗g5-+*
42...♖d6 *42...d2!?* 43.♘xd3 ♖xd3 44.♖e8+
♔h7 45.♘xh4 ♗f6 46.♘f3 ♖xa3 47.♘e5 a5
48.bxa5 ♖xa5 49.♘c6 ♖a4 50.♘e5 b4
51.♘d7 ♗g7 52.♘c5 ♖a5 53.♘b7 ♖d5
54.♘d8 ♖e5 55.♖xe5 ♗xe5+ 0-1

Johan de Koning's Tasc
R30 - still number 1!

would have maintained White's advantage **20...a4!** *Harvey: Now Black is better* **21.♕c3 ♘d5 22.♕c2?!** *22.♕c1 may have been better* **22...b4** *Harvey: Genius is finding the right moves!* **23.♕xa4?** *Harvey: The R30 grabs the pawn and is now doomed! 23.♔a1 ♖db8 24.♗c4 ♕a7 would clearly leave Black with a very strong attack against White's 0-0-0 king, but with 25.♗c1 reinforcing the defence, maybe the R30 could have survived, which (surely?!) it can't do now* **23...♘ac7!?** *23...bxa3! would, as ChessBase puts, 'have nailed it down'!* **24.♕c2 bxa3**

25.♘c5?! *25.b3 ♘b5 26.♗xb5 cxb5 27.♗d2 offered greater resistance, though still heading for 0-1* **25...♕e8?!** *Although the London retains the advantage we see the Tasc managing to launch a fightback after this! Harvey: 25...♗xc5! is even better than the Genius move. After 26.dxc5 axb2 27.♗d2 ♕e7 28.♗b4 ♖a1+ 29.♔xb2 ♖xd1 30.♕xd1 ♘xb4 31.♕e1 ♘bd5 White is a piece down and helpless against Black's various threats* **26.b3!** *Best* **26...a2+ 27.♔a1 ♘b5 28.♕c4 ♘b6 29.♕c1 ♖d5 30.♗e3 ♗xc5 31.dxc5 ♖xd1 32.♕xd1 ♘d5 33.♗xb5 cxb5 34.♕d3 ♕c6 35.b4 ♕c7 36.♖e4 ♕a7 37.♖d4 ♕a4 38.♗h6 ♖e8**

39.♕d2? *Harvey: Another blunder, the queen should have gone to d1, but White is probably still lost. So, if 39.♕d1 ♕xd1+ Black pretty much has to make the exchange to stay ahead: 40.♖xd1 ♘xb4 and now if 41.♖d2∓ well, who knows?!* **39...♕b3! 40.♕xa2 ♕xf3 41.♕b2 ♖a8+ 42.♔b1 ♕h5?!** *[Harvey: 42...g5! wins more quickly 43.c6 ♕f5+ 44.♔c1 ♖a6 0-1* **43.♗e3 ♕xh2 44.♖d1 ♖a4 45.c6** *Can the passed pawn save the day?!* **45...♕h5 46.♔c1 ♖a6 47.♗c5 ♕g5+ 48.♖d2 h6 49.c7 ♖c6 50.♕d4 ♖xc7 51.♔b2 ♖c8 52.♖d1 ♕f5 53.♖h1 ♘xb4 54.♕xb4 ♕xe5+ 55.♕d4 ♕xc5 56.♕xc5 ♖xc5** *The missed chances by London at moves 23, 28 and 42 enabled the R30 to hang on for longer than it should have been allowed, but Black's 4 extra pawns are finally conclusive and the game is over – a small consolation for Mephisto London fans, an 8–2 defeat would have really looked awful.* **0-1**

	1	2	3	4	5	6	7	8	9	10	
Tasc R30	½	1	1	1	½	1	0	1	1	0	**7**
London 030	½	0	0	0	½	0	1	0	0	1	**3**

Well, this is a clear confirmation that the placing of the **Tasc R30** at the very top of our Rating List through all these years has been correct. Despite its 'solid' reputation the Genius/London programs by Richard Lang did, occasionally, make mistakes, and some in this Match were gruesome!

My magazine started in 1985, the first R30 came out in 1993 and went straight to the top, and this or his 1995 version have stayed there ever since - 20 years!

To **Johan de Koning** then we give our congratulations for his often brilliant and exciting Risc 2500 and Tasc R30 engines!

Many thanks to Steve and Harvey for playing this match, and to Harvey for his game notes, with Steve in the States and Harvey in the UK linking through *Playchess*. It also took many weeks with one game being played each week-end and the Match being interrupted while Harvey took Hiarcs and his Desktop PC to Japan for the World Championships!

THE PROMISED LIST OF THE MAIN WEB ADDRESSES THAT I (ERIC) USE

For all Chess purchases, sets, boards, books, computers, software etc
Chess & Bridge, the only site you really need in the UK when you want to buy something 'Chess'!.
- http://www.chess.co.uk/

Computer Chess GUI's
Arena - for UCI engines, analysis and engine matches
- http://www.playwitharena.com/

Hiarcs Chess Explorer - a GUI for all UCI engines as well as HIARCS itself, uses very advanced analysis and database features and now runs engine v engine matches as well
- http://www.hiarcs.com/pc-chess-explorer.htm

ChessBase - for ChessBase and UCI engines, analysis and engine v engine matches
- http://www.chessbase.com/

ChessOK - the home of the Aquarium GUI, an alternative to Hiarcs and ChessBase
- http://chessok.com/

Kvetka - small but neat little UCI GUI
- http://kvetka.org/en/download.shtml

Computer Engine Rating Lists
CCRL 40/40 - their other lists and individual match results can be accessed from same link
- http://computerchess.org.uk/ccrl/4040/rating_list_all.html

CEGT 40/20 - their other lists and individual match results can be accessed from same link
- http://www.husvankempen.de/nunn/40_40%20Rating%20List/40_40%20All%20Versions/rangliste.html

IPON Ratings - done in SP only, even where engines can be MP - CLOSED DOWN Sept 2013
- http://www.inwoba.de/

Lightspeed Ratings - lots of Games played, but very fast Time Control and SP
- http://ls-ratinglist.beepworld.de/

SSDF - the well-known and reliable testers from the earliest days of chess computing
- http://ssdf.bosjo.net/list.htm

Wiki Elo list
- http://www.schach-computer.info/wiki/index.php/Wiki-Elo-Liste

Chess News
ChessBase - Updated daily with all the main Tournament and Events News, with photos, articles and games
- http://www.chessbase.com/

The Week in Chess - you can also obtain a Weekly Database update here of each week's main Tournament and Match games, back issues available, done in PGN and CBV formats
- http://www.theweekinchess.com/twic

Specific Chess Engines

Hiarcs - for PC and MAC, iPad and iPhone, the HIARCS and Junior engines, the renowned HIARCS Opening Books, and Hiarcs Chess Explorer
- http://www.hiarcs.com/

Critter
- http://www.vlasak.biz/critter/

Komodo
- http://komodochess.com/

Ed Schroeder and Rebel/Pro Deo - there's quite a bit to see at Ed's site, including Tips for Prospective Programmer's, and some old Dedicated Engines converted for PC use, though I don't always manage to get them working myself!
- http://www.top-5000.nl/chess.htm

Houdini
- http://www.cruxis.com/chess/houdini.htm

Stockfish
- http://stockfishchess.org/

Stockfish Development versions - these come out almost daily. My tip is to check out the latest version each Monday if you want to see how the work is going, as main man Marco Costalba does most adding and tidying work over the weekends. The version dated 151013 seems very strong
- http://abrok.eu/stockfish/

Rybka
- http://www.rybkachess.com/

Shredder - engines and also the Shredder UCI GUI
- http://www.shredderchess.com/

Computer Chess Wiki Engine listing
- http://computer-chess.org/doku.php?id=computer_chess:wiki:lists:chess_engine_list

Computer Chess Engine Wikipedia
- http://en.wikipedia.org/wiki/Chess_engine

Computer Chess Websites and Forums

Chess2U - Covers news of Commercial and Free Engines, Opening Books, Databases and ongoing Tournaments. Some info available without becoming a Member, but that's free, so get signed up and make this one of your main daily visiting spots!
- http://www.chess2u.com/

Computer Chess Wiki Forum - This is updated usually daily and gives an easy to see listing of new engines and other information. I make a daily visit here as it's easy to find out what (if anything) has happened each day. Usually also has links for direct downloading of new engines
- http://computer-chess.org/forum/

CSVN
- http://www.computerschaak.nl/

Gebruikers - Dedicated Chess Computer tournaments, results and photos
- http://www.csvnsupplementsite.nl/paginastart.html

Hiarcs Chess Forum - lots to see here as many serious Chess Computer users visit and contribute
- http://www.hiarcs.net/forums/

Open Chess Forum
- http://www.open-chess.org/index.php

Ridderkerk's Updates and News - another useful pages to get details of updates, links for downloading engines, and the Ridderkerk Rating Lists for many amateur programs
- http://wbec-ridderkerk.nl/html/newspage.htm

Other Computer Chess Info
Novag Manuals
- http://www.novag.com/Web%202006/Manual%20download/instructions.htm

Saitek/Mephisto Manuals
- http://www.mephisto.net/manuals.html

Steve Blincoe: Dedicated Computer Photos - brilliant site for Dedicated Computer fans!
- http://www.flickr.com/photos/10261668@N05/sets/

Phoenix (Revelation Boards) Chess Systems - Ruud Martin's boards
- http://www.phoenixcs.nl/index.php?option=com_content&view=frontpage&Itemid=1&lang=en

Gaviota Endgame Tablebases
- http://sites.google.com/site/gaviotachessengine/Home/endgame-tablebases-1
- http://www.olympuschess.com/egtb/gaviota

Hiarcs Opening Book
- http://www.hiarcs.com/chess-opening-book.htm

UCI general listing of Engines
- https://chessprogramming.wikispaces.com/space/content?tag=uciengines

Chess Programming, getting started Help
- http://chessprogramming.wikispaces.com/

GUI for Handhelds - Droidfish is Amador Cuesta's 'all you need' recommendation for all Handhelds including iPhone and iPad etc.
- http://web.comhem.se/petero2home/droidfish/index.html

Hein Veldhuis website - lots of Computer links and info about Dedicated Computers especially, though written in Dutch well worth a visit
- http://www.schaakcomputers.nl/links/

ICGA website - the Governing body for Computer Games which also runs the World Championship Tournaments for Chess and other Games
- http://icga.uvt.nl/

COMPUTER CHESS WORLD CHAMPIONSHIPS 2013

After a 1 year gap, 2012, in which the **World Championships** weren't held, they returned for 2013, taking place in Yokohama, **Japan**. An expensive place for most to get to, with the high cost of entering, then getting a team and equipment there as well!

Hiarcs and **Junior** won the WCSC and WCCC respectively in 2011, and both returned to defend their Titles.

Of course there will be readers who lose interest fairly quickly as they take a look at the small entry list and who played. The costs stopped some, but many of what we tend to call 'the top' engines weren't there either. That of course is because the governing body, the **ICGA**, wont allow clones and only accept entries that can provably be shown to be each programmers own original creation.

Any engine that has already been shown to be cloned, or where the programmer knows that it is cloned, has no way of entering as the actual code must be produced for inspection. Even now the ICGA are still examining the circumstances surrounding previous WCCC entrants which are now believed to be clones.

But if anyone wants to look down their nose at those which did play, then know that at least they are genuine and have the right to be there.

I am not saying that all those near the top of our Rating List that never play in ICGA events must, by their choice of non-appearance, therefore be presumed to be clones... but if I had programmed my own engine and knew it had a chance of being World Champion, then I'd be there!

Here is the List of those that were:

Engine	Country	Programmer/s
Hiarcs	GB	Mark Uniacke
Jonny	Germany	Johannes Zwanzger
Junior	Israel	Amir Ban + ShayBushinsky
Merlin	Hungary	Jako Balazngines
Pandix	Hungary	Gyuala Horvath
Shredder	Germany	Stefan Meyer-Kahlen

There is a second lesser issue! The ICGA always nominate the WCCC Event, with entries using the best hardware they can afford or appropriate, as the main Event. Whereas I am always more interested in actual engine strength and less interested in how much money the programming team have been able to spend on their equipment.

Of course if you've been able to program your engine to run on a Cluster, and have been able to afford one, or have a 24-core high powered hyper-threading PC, then naturally you'd want to enter on that. And in one sense if you want to know which is the highest strength chess playing entity there, then it

will, or should, be one of those backed by the highest powered equipment. But as I only have dual and quad core Laptops at home, I want to know which will do best on one of those, so am more interested in pure engine strength!

First, though, the **WCCC** [C=Computer] to find the ICGA's official World Champion.

Jonny was on a 2400-core Cluster - yes, you read that correctly, 2400! Therefore a strong favourite. **Junior** was on a 24-core PC with hyper-threading (which suits Junior) making it the equivalent of around 48-cores. It won last year and might well again! **Hiarcs** and **Shredder** were on 16-core PCs. I don't know what **Pandix** was on, but its programmer was claiming that he believes it to be about 40 Elo stronger than Shredder, so it could be dangerous. **Merlin**, I think, was on an i7 PC, so very unlikely to figure.

Nothing unexpected in round 1....

Round 1
Junior – Merlin 1-0
Shredder – Jonny ½-½
Hiarcs – Pandix ½-½

... but round 2 saw a setback for Hiarcs against the multi-core Cluster of Jonny, and Junior beat Shredder.

Round 2
Merlin – Pandix 0-1
Jonny – Hiarcs 1-0
Junior – Shredder 1-0

Round 3
Shredder – Merlin 1-0
Hiarcs – Junior 0-1
Pandix – Jonny ½-½

So that's a bad start for Hiarcs, 2 defeats already.

Hiarcs - Junior

1.e4 c5 2.♘f3 e6 3.d4 cxd4
4.♘xd4 ♘f6 5.♘c3 ♘c6
6.♘xc6 bxc6 7.e5 ♘d5
8.♘e4 ♕c7 9.f4 ♕b6 10.c4
♘e3 11.♕d3 ♘f5 12.g4 ♘d4
13.♖b1 c5 14.♗g2 ♗b7
15.♗e3 a5 16.a3 h5 17.g5
♖b8 18.b4 ♕d8 19.♗xd4
cxd4 20.c5 ♗e7 21.0-0 0-0
22.♕e2 g6 23.♖fd1 ♕c7
24.♖xd4 ♗xe4

25.♗xe4 *If 25.♕xe4 ♗xc5
(the same response as in the
game) 26.bxc5 ♖xb1+
27.♕xb1 ♕xc5 and now best
seems to be 28.♕d3*
25...♗xc5! *Hurray for
Junior, a bishop sacrifice!*
26.bxc5 ♖xb1+ 27.♗xb1
♖b8 28.♕c2 *Hiarcs is a
piece up, but Junior plays
dynamically, has pressure
against c5 and has won the
open file* 28...♕b7 29.♗a2
♕f3 30.♗c4 ♕xa3 31.♗f1
♖b2 32.♖d3 ♕a2 33.♕c3?!
*Vishy Anand, a good friend
of Harvey's (the Hiarcs
operator) suggested 33.c6
♖xc2 34.cxd7=* 33...♖xh2
34.♖f3 a4 35.♕a3 ♕c2
36.♕d3 ♕b2 37.♕c3 ♕a2*

38.♕a3 ♕c2 39.♕d3 ♕b2
40.♕e4 ♕a2 41.♕e1 ♖d2
42.♕c1 ♕d5 43.♕c3 ♔g7
44.♖g3 ♖d1 45.♖g2 ♖b1
46.♖f2 ♖b3 47.♕c4 ♕d1

*Junior is winning now, its ♕
+ ♖ still dominate and the
a+h-pawns are ready to run*
48.f5 gxf5 49.g6 ♖g3+
50.♔h1 ♖xg6 51.♕d3 ♕g4
52.♗g2 ♕h4+ 53.♔g1 ♕b4
54.♖c2 h4 55.♔h2 ♕f4+
56.♔h1 ♖g3 57.♕c4 ♕g5
58.♕d4 f4 59.♕f2 f3 60.♗f1
a3 61.♕e1 h3 0-1

**3/3 Junior, 2 Jonny, Pandix,
1½ Shredder**

and Junior wins again...

Junior - Pandix

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6
4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1
b5 7.♗b3 d6 8.c3 0-0 9.d4
♗g4 10.♗e3 exd4 11.cxd4
♘a5 12.♗c2 c5 13.dxc5 ♘c4
14.c6 ♘xb2

15.♕c1 *♕d4 is usual, but
this new idea is to try and*

*help its problem c-pawn,
passed but isolated*
15...♗xf3 16.♕xb2 ♗e4
17.♗xe4 ♘xe4 18.♗d4 ♘c5
*Threatening the fork ♘d3
winning the exchange. Junior
decides to do nothing about
it!* 19.♘c3 ♘d3 20.♕b3
♘xe1 21.♘d5 ♖e8 22.c7!
♕d7 23.♕g3 f6 24.♖xe1 ♕c6
25.♕b3 ♔h8 26.h3 ♗f8
27.♗e3 ♖ac8 28.♖c1!*

*White achieves its aim on the
c-file and Black's material
advantage becomes irrele-
vant* 28...♕b7 29.♗d4 b4
30.♕f3 a5 31.h4 a4 32.♕f5
♕b5 33.♔h2 b3 34.axb3
axb3 35.♗b2 ♕a5 36.♖c4!
♕b5 37.♖b4 ♕a5 38.♖e4
♕b5 39.f4 ♖xe4 40.♕xc8
♖e8 41.♕f5! *All round bril-
liant play from Junior*
41...♖a8 42.h5 h6 43.♗d4
♕e8 44.♘b6 ♖b8 45.♗b2 d5
46.cxb8♕ ♕xb8 47.♘xd5
♕e8 48.♘c7 ♕e2 49.♘e6
♗e7 50.♗d4 ♕c2 51.♕b5
♕c8 52.♕xb3 ♗f8 53.♕h3
♕e8 54.♕g4 ♕d7 55.♔h3
♗a3 56.f5 ♕f7 57.♗e3 ♕e7
58.♕g6 ♗b4 59.♗f4 ♕d7
60.♗xh6 1-0

Round 4
Merlin – Jonny 0-1
Junior – Pandix 1-0
Shredder – Hiarcs 0-1

And then in round 5 the super-
powered Jonny brings Junior's great

run to an end and, in so doing, puts itself into contention for the Title as we reach the Tournament halfway point.

Round 5
Hiarcs – Merlin 1-0
Pandix – Shredder 1-0
Jonny – Junior 1-0

4/5 Jonny, Junior, 3 Pandix, 2½ Hiarcs, 1½ Shredder

There were no surprises in the next 2 rounds - well, except that Pandix opened 1.a4 in round 7 against Merlin. The philosophy in this is to play something 'strange' against a clearly very weak opponent to make sure you avoid any known drawing lines while still in theory!

Round 6
Merlin – Junior 0-1
Jonny – Shredder ½-½
Pandix – Hiarcs ½-½

Round 7
Pandix – Merlin 1-0
Hiarcs – Jonny ½-½
Shredder – Junior ½-½

Round 8
Merlin – Shredder 0-1
Junior – Hiarcs 1-0
Jonny – Pandix ½-½

Junior's win against Hiarcs might well be enough to win the Title (though Jonny will be likely to get a free point in round 9 against Merlin). An excellent Sicilian, very complicated, very skillful, but Hiarcs finally had to give up the exchange to stay in the game but, behind in material, still could not avoid defeat.

**6½/8 Junior, 5½ Jonny,
5 Pandix, 4½ Hiarcs,
3½ Shredder**

Round 9
Jonny – Merlin 1-0
Pandix – Junior ½-½
Hiarcs – Shredder 1-0

Hiarcs - Shredder
**1.e4 c5 2.♘f3 d6 3.d4 cxd4
4.♘xd4 ♘f6 5.♘c3 a6 6.♗e3
e6 7.f3 ♘c6 8.♕d2 ♗e7
9.0-0-0 0-0 10.g4 ♘xd4
11.♗xd4 b5 12.g5 ♘d7
13.h4 b4 14.♘e2 ♕a5
15.♔b1 ♘e5 16.f4 ♘c4
17.♕d3 e5 18.f5 ♘a3+
19.bxa3 exd4 20.a4**

20...♖e8?! *♗d7 or ♗b7 are usual. The Hiarcs response to Black missing the correct Book move is incisive!*
**21.♘f4! ♕e5 22.♘d5 ♗b7
23.♕xd4 ♗d8 24.♘c4! ♕xd4
25.♖xd4 ♔h8 26.♖h3! ♖b8
27.♖b3 a5 28.a3! ♗c6
29.♘c3!**

29...♗f6! *A clever idea, trying to diffuse the attack, but...* **30.gxf6 bxc3 31.fxg7+
♔xg7 32.♗d3 h5 33.♔c1 d5
34.♖xb8 ♖xb8 35.exd5 ♗d7
36.♗b5 ♗xb5 37.axb5 ♖xb5**

**38.d6! ♖b8 39.d7 ♖d8
40.♖d6! leaves Black help−
less 1-0**

So we reach the Final Round with **Junior** on 7 and **Jonny** 6½... and they were to meet. Junior needs to draw to become World Champion!

The following position was reached after 40 moves, with computer engines favouring Black (Jonny), but Junior managed to slowly advance its pawns until they became a threat, forcing Jonny to accept the draw Junior needed
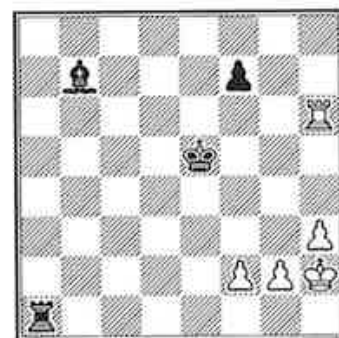
Round 10
Merlin – Hiarcs 0-1
Shredder – Pandix 1-0
Junior – Jonny ½-½

Pos	Program	Score/10
1	Junior	7½
2	Jonny	7
3=	Hiarcs Pandix	5½
5	Shredder	4½
6	Merlin	0

So, congratulations to **Junior**, an exciting and worthy **World Chess Computer Champion**.

So then, now to the **WCSC** *[S=Software]* for ICGA's Software World Championship. All the programs played on an i7-3740 Laptop, 2.7GHz with 16GB RAM.

Junior was at it again, from the very start!

Round 1
Shredder – Junior 0-1
Pandix – Merlin 1-0
Hiarcs – Jonny ½-½

Round 2
Junior – Jonny ½-½
Merlin – Hiarcs 0-1
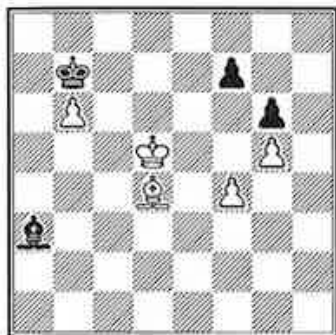**Shredder – Pandix ½-½**

Round 3
Pandix – Junior 0-1
Hiarcs – Shredder 1-0
Jonny – Merlin 1-0

Hiarcs win against Shredder was after an unexpected blunder.

Hiarcs - Shredder

57...⌗c1?? *The wrong diagonal, as we quickly see. The correct 57...⌗b4 58.⌗e3 (58.⌗c5 ⌗d2 59.⌗e4 ⌗c3) 58...⌗a3 should draw* **58.⌗e5!** *Perhaps Shredder thought this couldn't be played as it allows ⌗xb6 – but analysis after Shredder's next shows the pawn couldn't be taken!* **58...⌗a3** *If 58...⌗xb6 59.⌗d6 ⌗a3+ 60.⌗d7 and then 61.⌗e8 and Black loses its pawns* **59.⌗d6 ⌗c1 60.⌗c7 ⌗d2 61.⌗e5 ⌗c3+ 62.⌗d6 f6 63.⌗e7 fxg5** *Resigns as 64.fxg5 ⌗c6 65.⌗f7 etc* **1-0**

2½/3 Hiarcs, Junior, 2 Jonny, 1½ Pandix

Round 4
Junior – Merlin 1-0
Shredder – Jonny ½-½
Pandix – Hiarcs 0-1

Round 5
Hiarcs – Junior 1-0
Jonny – Pandix ½-½
Merlin – Shredder 0-1

Hiarcs - Junior

1.d4 d5 2.c4 dxc4 3.⌗f3 ⌗f6 4.e3 e6 5.⌗xc4 c5 6.0-0 a6 7.⌗b3 b5 8.a4 b4 9.e4 ⌗b7 10.⌗bd2 ⌗e7 11.e5 ⌗fd7 12.⌗c4 0-0 13.⌗c2 cxd4 14.⌗xd4 ⌗d5 15.⌗g4 f5 16.exf6 ⌗xf6 17.⌗h4 ⌗bd7 18.b3 ⌗e8 19.⌗e1 ⌗c5

20.⌗f5!? *An interesting sacrifice exchange challenge for Junior, which it accepts* **20...exf5!?** *20...⌗c8 21.⌗c2 ⌗f7= would safely refuse the Hiarcs invitation to 'attack me if you can'!* **21.⌗xe8 ⌗axe8 22.⌗e3** *Now Junior goes onto the attack, as invited...* **22...⌗e4! 23.⌗h3 ⌗xc4 24.bxc4 ⌗xe3 25.fxe3 ⌗g4 26.⌗d4 g6 27.⌗f3 ⌗e4 28.⌗d1 ⌗c8** *28...⌗xe3?! doesn't win a pawn because of 29.⌗c2! ⌗b3 30.⌗d6!+−* **29.⌗b3 ⌗c5 30.⌗xb4 ⌗xe3 31.⌗b6 ⌗fe4 32.⌗c6 ⌗e8 33.⌗b4 ⌗b3 34.⌗f1 ⌗c8 35.⌗a5 ⌗d2 36.⌗d5 ⌗xf1**

37.⌗e7+ ⌗g7 38.⌗xc8 ⌗d2

After correct exchanges because of its material advantage Hiarcs still needs to watch out for its ⌗. For now a series of checks puts Junior under pressure **39.⌗c7+ ⌗h6 40.⌗f4+** *Not 40.⌗xc5?? ⌗b1+ 41.⌗f2 ⌗e4+ winning White's queen* **40...g5 41.⌗d6+ ⌗g7 42.⌗e7+ ⌗g6 43.⌗e8+ ⌗h6 44.g4! fxg4 45.⌗c6+ ⌗h5 46.⌗xc5** *Safe now because g2 is available for the king* **46...⌗f3+ 47.⌗f2 ⌗xh2 48.⌗e5 ⌗f3+ 49.⌗g1**

The White king still looks to be at risk, but Hiarcs with great defence has everything under control **49...⌗h3 50.⌗h8 ⌗f3+ 51.⌗f2 ⌗h2+ 52.⌗e3 ⌗h4 53.⌗d6 ⌗a2 54.⌗xh7+ ⌗g3 55.⌗f5+ ⌗g2 56.⌗h5 ⌗a3+ 57.⌗e4** *and Junior resigned* **1-0**

The wins against two of its main opponents in rounds 4 and 5 seem to have put Hiarcs in complete control for the Software Title!

4½/5 Hiarcs, 3½ Junior, 3 Jonny, 2 Shredder, Pandix

Round 6
Junior – Shredder ½-½
Merlin – Pandix 0-1
Jonny – Hiarcs ½-½

Round 7
Jonny – Junior 0-1
Hiarcs – Merlin 1-0
Pandix – Shredder ½-½

With 3 rounds to go it seems to be all over...

6/7 Hiarcs, 5 Junior, 3½ Pandix, 3 Shredder

... but Junior is still hovering in case of a lapse by the leader.

Here is Junior's round 8 game with Pandix, which is interesting and shows just how much work the programmers put into their engines between rounds!

Junior - Pandix

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 d6 8.c3 0-0 9.d4 ♗g4 10.♗e3 exd4 11.cxd4 ♘a5 12.♗c2 c5 13.dxc5 ♘c4 14.c6

This pair had reached this position in their round 4 WCCC game, and Pandix had tried 14...♘xb2. The game continued 15.♕c1 Note that d3 is not available for the ♘ in this variation, so...

15...♗xf3 16.♕xb2 ♗xe4 17.♗xe4 ♘xe4 etc. – see Junior's win on page 33. So Horvath prepared an alter-native... 14...♖c8!? 15.♗b3?!N 15.a4 ♘xe3 16.♖xe3= is theory here 15...♘xb2 16.♕c2 Now White cannot play 16.♕c1? as in the WCCC game, as 16...♘d3! forking ♕ and ♖ 16...♗xf3 17.♘d2 ♗xe4 18.♘xe4 ♘c4 19.♗d4 d5 20.♘g5 g6 21.a4 ♖xc6 22.axb5 axb5 23.♕c3 ♗c5 24.♗xc5 ♖xc5 25.♕d4 ♖c7 26.♖a6 ♘d7 27.♕h4 h5 28.♕g3 ♖e8 29.♖xe8+ ♕xe8 30.♖e6 ♕a8 31.♖e1 ♕a5 32.♖f1 ♘f6 33.♗c2 ♘d2 34.♘xf7 ♔xf7 35.♗xg6+ ♔f8 36.♕f4 ♕c3 37.♖d1 ♘de4 38.h3 ♔g7 39.♗xe4 ♘xe4 40.♖xd5 ♕c1+ 41.♕xc1 ♖xc1+ 42.♔h2 ♘c5 43.♖g5+ ♔h6 0-1

Round 8
Junior – Pandix 0-1
Shredder – Hiarcs ½-½
Merlin – Jonny 0-1

And then in round 9 a big surprise, Pandix was at it again, winning a complicated 90 move marathon against Hiarcs when it finally converted a one pawn advantage in the endgame.

Round 9
Merlin – Junior 0-1
Jonny – Shredder 1-0
Hiarcs – Pandix 0-1

... which meant that the Final Round game between Junior on 6 and Hiarcs with 6½ would decide who is Champion. Hiarcs needed to get a draw with Black, which it safely did despite all Junior's efforts in another long game.

Round 10
Junior – Hiarcs ½-½
Pandix – Jonny 1-0
Shredder – Merlin 1-0

Pos	Program	Score/10
1	Hiarcs	7
2=	Pandix Junior	6½
4	Jonny	5½
5	Shredder	4½
6	Merlin	0

And so, after a late round 9 scare, **Hiarcs** wins the **World Software Championships**, in fact quite amazingly both of the 2011 Winners have held on to their exact same Titles in 2013... very well done to both of them!

Junior's Amir Ban

Hiarcs' Mark Uniacke

GEBRUIKERS 26
BY ROB VAN SON AND ERIC HALLSWORTH

One advantage of *Selective Search* being so late this time is that it enables me to include some games from the latest *Gebruikers* event.

This is very appropriate, Rob's cheerful articles have been regular features of my Magazine over many years, and I have always appreciated the way he sends me games and superb photographs from every event to enable me to make the articles as attractive as possible. *Gebruikers* has also enabled us to maintain coverage of those wonderful dedicated chess computers that have been the source of so much pleasure over the years. Aaaah those were the days... and still are for this twice yearly gathering of enthusiasts in Holland!

Many thanks Rob - a good friend!

In fact Rob's report is rather short this time! The Tournament had an entry limit of 1800 Elo, and Rob says: *"... so I was operating the Krypton Regency, but the program played very weakly. I certainly was not impressed! But I also took the CXG Super Enterprise to the Tournament, and Peter Schimmelpennink operated it, and it played very well and earned a tournament rating of 1890!"*

Before we look at the Gebruikers 26 Results and Games, and lots of photographs of some famous old models, I (Eric) want to share with you how appropriate it is for me that, for my final issue, this particular tournament is included! As always the photos I've used here were all amongst those sent to me by Rob from Gebruikers 26.

I was always quite interested in chess while I was at Grammar School, and played there and at a chess club near my home in Sale, Cheshire - but my level of commitment was somewhat *'on and off'* ! I had periods of great enthusiasm, and then times when other things seemed more important in my life. For example I played football, rugby, cricket, tennis and also swam for my school as well, so spare time for chess was limited, and if I ever got a Saturday off I was to be found at Old Trafford watching Manchester United.

Then in my very early twenties I became interested in something else altogether... and married my wife Chris in 1066, sorry 1966!

After a couple of rocky years in our marriage we became Christians in 1975, and our lives largely turned in an altogether different direction as we got involved in Church things, eventually giving up my good job in Insurance, selling our home and moving to Wales to work (on an extremely negligible wage!) with a Counties Evangelist there. This didn't work out too well and we ended up on the dole for a few months and it was at this time, while I was twiddling my thumbs, that I remembered an old **Fidelity Sensory 8** that I'd once had, and wondered how things might have changed in the intervening years!

The Sensory 8 had been a big disappointment, it knew the moves but fell for even simple 2 ply deep tactics, so hardly got used at all. But now there was a **Sensory 9** - I bought one off Terry Knight at Competence, who assured me that it was much better... and it was! Claimed to be an 'official' 1779 Elo I expected it to give me an equal game, and it did at first when I played a bit kamikaze against it. But once I'd settled down and started using sensible openings (no more b3 or g4!) and keeping an eye on my pawn structure while generally aiming pieces towards the enemy king, it soon became clear that it was (I reckoned) nearer 1600 Elo. But I did like the Sensory 9 and found it was quite good at winning pawns and I needed to be fairly careful against it if I wanted to win most games.

Anyway I wanted something I couldn't beat so I part-exchanged it with Mike Healey at Country-wide for a **Novag Super Constellation**, which was 'officially' 2018 - or so said the advertising and bold claim on the box. Again there is no doubt that it was a big improvement in some areas - better chess knowledge and a deeper search - but I found it somewhat passive and also weak in the endgame, so although our scores were about 50-50, I didn't enjoy the chess as much.

As I'd not had it all that long I asked Mike if he would swap it for the **Fidelity Elegance** which had just come out, and he agreed. As I'd liked the Sensory 9 program and the Elegance was claim-ing to be some 250 Elo stronger, I thought it would be likely to suit me - and it did! I thought it played pretty decent chess (for me anyway) at around 30 secs a move, and I needed to keep my wits about me if I was to maintain anything close to a 50-50 record against it.

Like many folk I had trouble with the reed switches underneath the playing surface - if you left a piece on for too long, the reed switch got over-magnetised and you had to wait for ages when taking a piece off its square before the board would recognise the release. But I put some thickish felt under the pieces so they were a little further away from the switches, and that solved the problem as long as I took all the pieces off when the Elegance wasn't in use. I must say that I enjoyed the Elegance very much for some 2 or 3 years.

These 3 computers all appeared at Gebruikers 26, which I thought was great.

And it was these 3 computers that really got **Selective Search** started! At the time I was a subscriber to **Mike Basman**'s excellent publica-tion **Popular Chess** which was aimed for lower Club level players. He used to have at least one computer v 'novice' human game in each issue, using machines like those already mentioned and the Conchess A0 and SciSys Mark VI, to demon-strate typical faults in games played by Novices.

I remember writing to Mike sharing my view of the quite heavily exaggerated ratings being given to those early computers, and he kindly printed a couple of my letter articles in his magazine. This resulted in some *'let's have more'* post to Mike, which he forwarded on to me. For a couple of months I replied to the letters one at a time, but after another letter/article to *Popular Chess*, I soon had ten or more correspondents, and *Selec-tive Search issue 1* was basically a summary of my views, an attempt to share what I believed were more accurate ratings for the main dedi-cated machines, with a few demonstration games with light notes added to support my views.

And that, then, is how it all started - in 1985! It never occurred to me for a moment that I would be writing this 28 years later!!

After the Elegance I got a **Mephisto Amster-dam** from Paul Cohen at Eureka, and from then on my 50% score days were over unless I used the emerging anti-computer chess style, which always seemed pretty pointless to me. Surely, the whole idea is to use your Computer to give you practice and help you improve for human v human games!

There was one other computer I liked during this period and, perhaps strangely, this was the portable plug-in **Advanced Star Chess**, which also appears at Gebruikers 26 in its table-top version, the Super Enterprise. It isn't actually rated that much higher than the Sensory 9, but I always found it a bit of a handful! This was likely due to the small size of the pieces and plug-in

board - it was certainly easy enough to make the occasional silly mistake - by confusing a pawn for a bishop for example - but, whatever the reason, I remember enjoying games with this as well and was sorry when CXG failed to bring out anything stronger and disappeared from the scene.

The list of Entrants for Gebruikers 26 was...

- **Novag Super Constellation**
- **SciSys Turbostar 432**
- **Fidelity Excellence Voice**
- **Fidelity Elegance**
- **Krypton Regency**
- **Fidelity Elite Travemunde**
- **CXG Super Enterprise**
- **Mephisto B+P**
- **CXG Concerto**
- **Mephisto 3 (8MHz)**
- **Mephisto 3 ESB**
- **Fidelity Chess Challenger (9.8MHz)**

It was to be a 5 round Event. The SciSys Turbostar and Fidelity CC 9.8 both won their first 2 games, while the Super Constellation and the Mephisto 3 ESB lost theirs!

Round 3 paired the leaders, and the Turbostar won with Black to take a clear 3/3 lead. Now in 2nd place was the Super Enterprise on 2½, so almost inevitably round 4 again paired the top 2, and again, this time with White, the Turbostar 432 won.

So after 4 rounds the leading scores were:

- **4   SciSys Turboster 432**
- **3½**
- **3   Fidelity CC 9.8**
- **3   CXG Concerto**
- **2½ CXG Super Enterprise**
- **2½ Fidelity Elite Travemunde**
- **2   Mephisto B+P**

In the final round the Travemunde had White against the Turbostar, and had to win to give the machines in 2nd place any chance of sharing 1st place. But it ended 0-1 and the SciSys machine had a 100% 5/5 record to win outright!

In the battle for 2nd place the 2nd and 3rd machines met each other - great organisation!

Rob with his Krypton Regency

- the Fidelity CC 9.8 had White and ended up clear 2nd after beating the Concerto.

This meant that the Super Enterprise could finish outright 3rd with a last round win, with Black, against Rob's Krypton Regency. I'll save that for our last game before showing the **Final Placings** for **Gebruikers 26**!

So, let's have a look at 4 of the games!

Krypton Regency - Fid CC Travemunde
Round 1. ECO D20: Queen's Gambit Accepted: 3 e3 and 3 e4

1.d4 d5 2.c4 dxc4 3.e3 b5?! *Not new, but being out of its Book the Fidelity plays what probably looks like a sensible protecting move, but is actually a bit of a begiiners idea. Amongst quite a few other moves ♘f6, e6 and e5 are the most popular* **4.a4! ♗a6? 5.axb5 ♗xb5 6.♘d2N** *Ha... look what I found in my Database: 6.♘c3 (best!) 6...c6 7.b3 e6 8.bxc4 ♗a6 9.♘f3 ♘f6 10.♗d3 ♗d6 11.0-0 0-0 12.e4 ♗b4 13.♕c2 ♘h5 14.e5 f5 15.exf6 ♘xf6 16.♖e1 ♗c8 17.♗b2 a5 18.♖ad1 ♖a7 19.♘e5 a4 20.♖e3 a3 21.♗a1 Kasparov,G (2715)−Comp Elite A/S Hamburg 1985 1-0 (37)* **6...♕d5**

The Regency & the Travemunde

7.♘xc4?! *7.♘e2 ♛b7 8.♘c3+− was defi-nitely better* **7...♗xc4?!** *The knight was pinned and couldn't move so it was much better to play 7...e6 first 8.♗d2 (8.♘d2? ♗xf1 9.♔xf1 c5=) 8...♘f6 9.b3±* **8.♛a4+ ♘c6??** *Just makes things worse. Also not 8...♘d7? 9.♗xc4 ♛d6 10.♘f3+−. But 8...c6 9.♛xc4 e6 wasn't so bad* **9.♛xc4?!** *9.♗xc4! ♛a5+ 10.♛xa5 ♘xa5 11.♖xa5+− would be virtually game over already! White is a piece up while none of Black's remaining pawns or pieces have even left their starting positions!* **9...e6 10.♘f3?!** *Here 10.♛xd5! exd5 11.♗b5 ♔d7 12.♘f3 would leave White in charge* **10...♖b8 11.♛c2 ♗b4+ 12.♗d2 ♗xd2+ 13.♘xd2 ♘ge7 14.♘f3** *14.♗e2!? was good for White: 14...e5 (not 14...♛xg2?? 15.♗f3! ♛g5 16.♗xc6+ winning a piece, and after 16...♔d8 17.♘f3 ♛f5 18.♗e4 Black is in serious trouble) 15.dxe5 ♛xe5 16.♘c4± was good for White* **14...♛b3 15.♛xb3 ♖xb3 16.0-0-0?!** *Protects the pawn but places the king at potential risk. It was better to protect the pawn with 16.♖a2* **16...0-0** *I reckon Black has actually just about equalised!* **17.♗c4 ♖b4 18.♗d3?!** *18.b3 was simpler, both this pawn and ♗/c4 are protected* **18...♖fb8! 19.♖d2 ♘a5! 20.♖c2 ♘d5 21.♘d2 ♖a4**
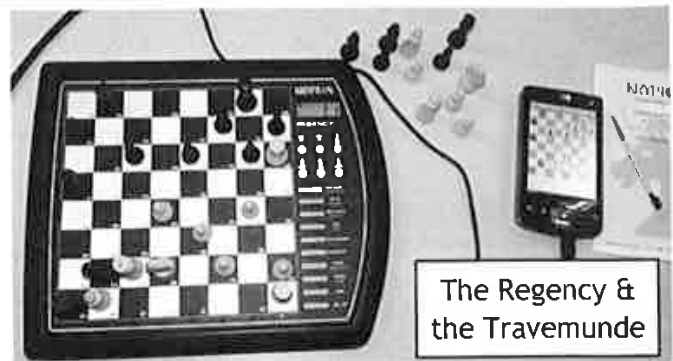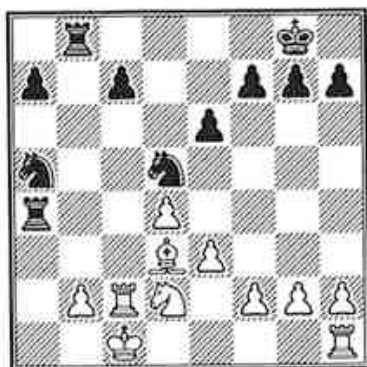
22.♖c5 ♖a1+ 23.♔b1 c6 24.g4? *Looking after king safety was more important here, so 24.♔c2 was best and, after 24...♘b7 25.♖c4=* **24...♘b4!** *After a very dodgy start Black is building up considerable pressure against White's king. The defensive options are 25.♖c3 or ♔d1, but not...* **25.♖h5?! g6 26.♖h6?** *26.♖e5 would leave the rook with some scope, though 26...f6 27.♖xa5 ♖xa5 28.♘c4-+ leaves White worse but with some hope of getting a draw perhaps* **26...♘d3+! 27.♔c2 ♘xb2 28.♖c1 ♖a3 29.♖f1 ♘bc4 30.♘xc4 ♘xc4 31.♖c1 ♖a1 32.♔d3**
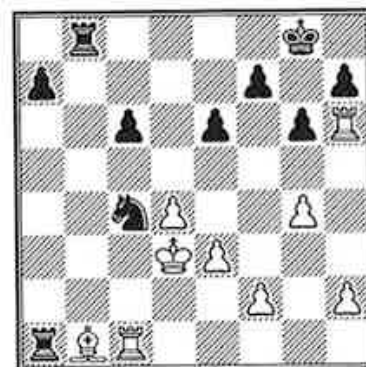
32...♘a3! *Much better than taking the bishop!* **33.♖c3 ♘xb1** *and White resigns, an astonishing turnaround. Remember*

9.♗xc4 *would have virtually won the game for White!* **0-1**

Krypton Regency - Mephisto III ESB 6000

Round 2. ECO A33: Symmetrical English: 2 Nf3 Nf6 3 d4 cxd4 4 Nxd4 e6 5 Nc3 Nc6

1.c4 e6 2.♘f3 c5 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 ♗b4 6.♘db5 0-0 7.♗f4 ♘c6 8.♗c7 ♕e7 9.♗d6 ♗xd6 10.♕xd6 a6N *10...♕d8 and ♘e8 are theory moves here and would keep the game close to equal, but now White gains an early advantage* **11.♕xe7! ♘xe7 12.♘d6! ♘g4?!** *12...♘f5 13.♘xf5 exf5 14.e3 d6 would have left its opponent with only a small advantage due to better pawn structure* **13.h3 ♘e5 14.0-0-0 f5**

15.f4! ♘5g6 16.♘xc8?! *This is wrong, it exchanges a very strongly placed knight for a 'dead' bishop. Better was 16.e3 b6 and now 17.♘xc8 ♖axc8 18.♖xd7+−* **16...♖fxc8 17.♖xd7 ♖xc4** *Note that this was not possible in our earlier line where 16.e3 was played and the c4/pawn protected* **18.e3 ♖b4?!** *I'd prefer 18...♖c5 maintaining the pin on the knight* **19.♖d6 ♖c8 20.a3**

20...♖e4? *20...♖a4 was better, it can't be taken as the ♘/c3 is pinned, so 21.♔b1! ♖a5 22.♖xe6 ♘d5 23.♘xd5 ♖xd5±. Here*

Ruud Martin

Hans van der Zijden

White is a pawn up so has the better chances, but with rooks and open files to play on the game is far from finished **21.♔d2! ♖xc3 22.bxc3 e5 23.fxe5?!** *23.♗d3! and White should win easily after 23...♖a4 24.♖b1 exf4 25.♖xb7+−* **23...♘xe5 24.♖b6 ♘d5 25.♖xb7 ♘xe3 26.♖b8+ ♔f7**

27.♗xa6 *Finally releasing the ♖/h1 into the game* **27...♘xg2 28.♖f1 f4??** *Missing the fairly devastating pin this gives the Regency, but probably Black was lost anyway. Maybe there was some slight hope with 28...♘e3*

29.♖fb1 ♘3c4+ 30.♗xc4+ ♘xc4+ 31.♔d3
♘e5+ **29.♗b7! ♘e3 30.♗xe4 ♘xf1+**
31.♔e1 ♘g3 32.♗xh7 1-0

Mephisto B+P - Fidelity Excellence Voice
B00: Queen's Fianchetto Defence, Nimzow-
itsch Defence

1.e4 ♘c6 2.♘f3 ♘f6?! 3.e5 *Already Black's*
position looks pretty awful, but with 3...♘d5
or ♘g4 the position isn't beyond hope
3...♘e4?! 4.d3! ♘c5 5.d4 ♘e4 6.d5 ♘b8
7.♗d3 ♘c5 8.0-0 ♘xd3 9.cxd3 d6 10.exd6
♕xd6 11.♘c3 ♘a6

An astonishingly poor position for Black to
be in already, but... **12.♗g5 ♗d7 13.d4 h6**
14.♗h4 ♕b4? *Best was 14...0-0-0 but after*
15.♗g3 ♕b6 White would still be well on top
*16.♘e5+− ***15.♕d2??*** Missing its chance,*
though White still has a slight advantage
after this. 15.♘e5! would be winning, and
15.a3 ♕b6 16.♘e5 was also very strong:
15...g5 16.♗g3 ♗g7 17.♘xd7 ♔xd7
*18.♕f3+− ***15...g5 16.♗g3 0-0-0! 17.♘e5!***
♗e8 18.a3?! *18.b3 e6 and now 19.a3 ♕e7*
(not 19...♕xb3?? 20.♖fb1! and the queen is
gone) 20.b4± was best **18...♕b3**

19.♘g4?? *What a very bad idea! 19.♘d3*

---

would have kept White a little ahead after
*19...♗g7 20.♖fe1± ***19...♗g7??*** Oh no!*
Black would have excellent winning chances
with 19...h5! Now 20.♕xg5 (20.♗e5 ♖g8
21.♘e3 f6!−+; 20.♘e5 f6 21.♘d3 h4!−+)
20...hxg4 21.♕xg4+ ♗d7 22.♕f3 ♗g7 with
plenty of pressure and a bishop for 2 pawns
20.♖ac1 *So, after the various blunders, it's*
= again... but for how long?! **20...♗b5?!**
20...♖g8 21.♘e3 ♗d7 would have just about
maintained equality, and in quite an inter-
esting position. White's pawn structure is a
bit of a mess, but Black's pieces lack scope!
21.♖fe1! ♖he8 22.♘e3?! *22.♘xb5! ♕xb5*
23.♕c2± looked better, but White still has a
slight edge after the move played **22...♗d7**
23.♘e2 h5 24.♖c3! ♕b6 25.d6

Luuk Hofman (above) & Ries van Leeuwen (right)

25...exd6?? *25...&e6 was really an 'only move', to stop ⟡c4, and Black is just about hanging on after 26.dxc7 ⟦d7 27.f3 &xd4 28.⟡xd4 ♕xd4* **26.⟡c4!** *White must surely win after this, the queen can't escape!* **26...♕c6 27.⟡xd6+! cxd6 28.⟦xc6+ &xc6 29.d5 &b5 30.♕xg5 &xb2 31.♕f5+ ⟐b8 32.♕b1 ⟦xe2 33.⟦xe2 &xe2 34.♕xb2 &c4 35.♕f6 ⟐c8 36.♕f5+ ⟦d7 37.&xd6 h4 38.h3 b5 39.♕e5 ⟡c7 40.&xc7 &xd5 41.&d6** *41...&c6 42.♕e8+ ⟐b7 43.♕b8+ ⟐a6 44.&c5+–* **1-0**

And now to the game which would see if Rob's Krypton Regency could give him a last round bit of encouragement, or if the Super Enterprise could grab 3rd place!

Krypton Regency - CGX Super Enterprise
A28: English Opening: Four Knights Var.

1.c4 e5 2.⟡c3 ⟡f6 3.⟡f3 ⟡c6 4.e3 &b4 5.&e2 0-0 6.0-0 &xc3N *6...⟦e8 and e4 (Szabo) are the theory moves in this rarely played line which generally favours White* **7.dxc3?!** *The standard pawn recapture 'rule' is to do so towards the centre, and*

7.bxc3 e4 (or 7...d6!?) 8.⟡d4 d6 was indeed equal **7...d6 8.&d2 ⟡e4?!** *I prefer 8...&f5 and if 9.⟡h4 &d7 and Black has the better development* **9.♕c2 &f5 10.&d3 ⟡xd2 11.⟡xd2 &xd3 12.♕xd3 f5**
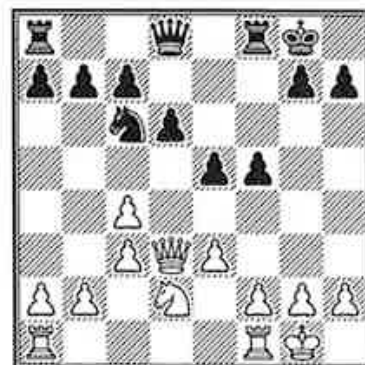
Typical Super Enterprise! **13.♕d5+ ⟦f7 14.⟡f3 ⟦b8 15.⟦ad1 ♕f6 16.b3 ⟡e7 17.♕a5 ⟡c8 18.b4 e4 19.⟡d4 ♕e5 20.♕xe5** *Refusing the exchange with 20.♕a3 might lead to 20...⟡b6 (best even though it loses a pawn) 21.♕xa7 ♕e8 22.c5 ⟡c4=* **20...dxe5 21.⟡e6?!** *Threatening ⟦d8 with mate to follow, but retreating the knight with 21.⟡b3 and now 21...⟡b6 22.c5 ⟡c4 23.⟡a5 ⟡xa5 24.bxa5 ends up equal and therefore better* **21...⟡b6 22.⟡g5?!** *Here 22.g4!? looks better, and if 22...g6 23.⟦d8+ ⟦xd8 24.⟡xd8 ⟦d7 25.⟡xb7 ⟡xc4 26.⟡c5∓. Rob's machine is beginning to struggle* **22...⟦e7 23.c5 ⟡a4**
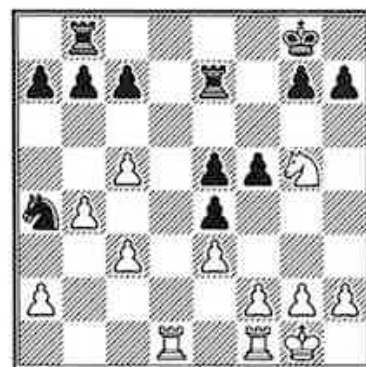
24.⟦c1? *It is not so easy to see that 24.⟦d2 ⟡xc3 25.⟦c1 would turn out better despite the loss of a pawn* **24...⟦d8! 25.⟦c2 h6 26.⟡h3 ⟦ed7!** *Very good from the CXG machine* **27.g3** *If 27.f4!? or 27.f3 (same difference) 27...exf3! 28.⟦xf3 ⟦d1+ 29.⟐f2 ⟦8d2+ 30.⟦xd2 ⟦xd2+ 31.⟐g1 g6 leaves White without a decent move on the board as well as 2 pawns en pris* **27...⟦d2 28.⟦fc1**

The CXG Super Enterprise

♖xc2 29.♖xc2 ♖d1+ 30.♔g2 ♖d3!

Top: Hein Veldhuis and Luuk Hofman
Centre: Hans van Mierlo with his victorious
SciSys Turbostar
Bottom: The Winners, Peter Schimmelpennink
& Hans (who operated the Turbostar and the
Fidelity CC 9.8)

31.c4 c6 32.♘g1 a5! *Excellent from Black once again* **33.bxa5** *If 33.b5 ♖c3!*
33...♘xc5 34.♘e2 ♖a3 35.h3 ♖xa5 *A slightly early resignation, but after 36.♘c1 ♖a3 37.♘b3 ♘d3 38.♔f1 ♔f7 39.♘d2 ♔e6 the end, though slow, is inevitable* **0-1**

Pos	Computer	GB	TPR	/5
1	**SciSys Turbostar 432**	1779	2468	**5**
2	**Fidelity CC 9.8MHz**	1750	1952	**4**
3	**CXG Super Enterprise**	1638	1890	**3½**
4	**Mephisto B+P**	1792	1810	**3**
5	**CXG Concerto**	1780	1804	**3**
6	**Fid Elite Travemunde**	1700	1724	**2½**
7	**Nov Super Constellation**	1799	1608	**2**
8	**Mephisto 3 8MHz**	1545	1608	**1½**
9	**Fidelity Elegance**	1797	1602	**1½**
10	**Fid Excellence Voice**	1777	1538	**1½**
11	**Krypton Regency**	1793	1484	**1½**
12	**Mephisto 3 ESB 6000**	1504	1524	**1**

- **GB** - the Rating according to Gebruikers
- **TPR** - the Tournament Rating achieved

♕g3 and ♕g6. It's really WHO YOU KNOW that counts!

My final article has nothing to do with chess computers at all - our current top engines can solve these positions in barely a second!

I've often felt that it's *"Who you know"* rather than *"What you know"* that can make the difference at important moments of one's life. (We will ALL find out that this is true at the very end *("let him who has ears to hear, hear" - Luke 8:4-8)*). So, now, if I ask you which of these names do you recognise:

H. Caro, Frank Marshall, Tietz

... then of course you would choose Frank James Marshall. A great chess player famous for many wonderful attacking games and tactical marvels. In this game, in Breslau in 1912, Stepan Levitsky v Frank Marshall, White has just played **23.♖c5** attacking Black's queen.,.
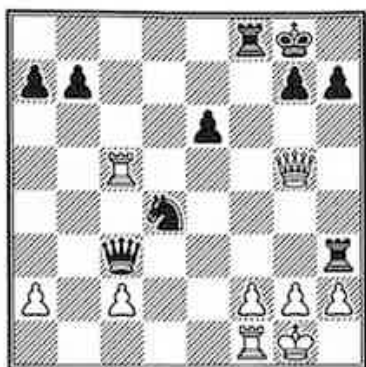
Very many experts over the years have awarded Marshall's astonishing reply **23...♕g3!** either as the **Best Move** ever played, or certainly **in the Top 3**. It really was a true Brilliancy, and Levitsky just resigned.

*After **24.♕xg3** which is really White's only choice **24...♘e2+ 25.♔h1 ♘xg3+ 26.♔g1 ♘e2+ 27.♔h1 ♖c3 28.♖xc3 ♘xc3 29.g4 ♖d8** etc **0-1***

But now look at these 2 positions, the first played by **H Caro** (Black) against the mysterious **NN**, which actually just tells us it was an unknown/unranked player in a Simultaneous display in London - my Big Database sees 'NN' appearing in games from around the year 1800 on.

*Caro also won here with a giant leap of the queen towards the wall of pawns: **1...♕g3!!** PC engines confirm that this is 'the move' **2.hxg3** Now Caro had to also have found the quiet continuation **2...♖h8! 3.♗c6 ♘xg3 4.♖xa6+ ♗xa6** with **5...♖h1#** next move. Better than Marshall?! Played 14 years earlier, a 'hard to spot' quiet move and mate!*

And 2 years before this! In 1896 in Karlsbad there was **Tietz v Maader**, White to move

*It seems Black is OK! He has three pawns for the exchange and his king has a secure-looking fortress. But we are told that, after **1.♕xg6!!** Black almost fell from his chair. I'm not surprised. He played **1...hxg6** and the game finished **2.♘xe7+ ♖xe7 3.♖d8+ ♔h7 4.♖h4# 1-0**. In fairness this Qg3/g6 win is not quite as good as Black had a more stubborn defence: **1...♕e5 2.♕h5 ♗xg5 3.♕h2 ♗e3+**. There is an advantage for White, but it would be tiresome to convert it.*

But whichever example you prefer I wonder why Caro's much earlier effort never gets a *'Top Ten'* mention. After all, Marshall's is a copy – a clone in PC terms... and I'll leave *Selective Search* right there!

THE *CEGT* AND *CCRL* 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 <u>don't</u> 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 1cpu [SP] Rating List

- http://www.husvankempen.de/nunn

CEGT, *64-bit, some 32-bit to cp. 32/64*

Pos	Engine	Rating
1	HOUDINI 3 x64	3050
2	KOMODO 6 x64	3040
3	KOMODO 5.1R2 x64	3022
4	KOMODO CCT x64	3013
5	STOCKFISH 4 x64	3006
6	HOUDINI 2.0c x64	3002
7	HOUDINI 1.5A x64	3000
8	KOMODO 5 x64	2997
9	CRITTER 1.6 x64	2984
10	GULL 2.2 x64	2976
11	KOMODO 4.0 x64	2974
12	CRITTER 1.4 x64	2970
13	STOCKFISH 3 x64	2969
14	CRITTER 1.6 x32	2969
15	HOUDINI 1.5A x32	2968
16	EQUINOX 1.90 x64	2968
17	STOCKFISH 3 x32	2960
18	KOMODO 3 x64	2950
19	RYBKA 4.1 x64	2948
20	STOCKFISH 2.3.1 x64	2946
21	GULL II x64	2938
22	RYBKA 4 x64	2934
23	RYBKA 3 x64	2902
24	HANNIBAL 1.4A x64	2884
25	CHIRON 1.5 x64	2846
26	PROTECTOR 1.5.0 x64	2845
27	NAUM 4.2 x64	2834
28	DEEP FRITZ 13 x32	2822
29	CHIRON 1.1 x64	2816
30	NAUM 4.2 x32	2815
31	HIARCS 14 x32	2811
32	FRITZ 13 x32	2805
33	RYBKA 2.3.2A x64	2804
34	JONNY 6 x64	2804
35	SHREDDER 12 x64	2800
36	SJENG CT 2010 x64	2786
37	SPIKE 1.4 x32	2780
38	HIARCS13.2 x32	2771
39	DEEP FRITZ 12 x32	2766
40	BOOOT 5.2.0 x64	2763
41	SPARK 1.0 x64	2761
42	QUAZAR 0.4 x64	2761
43	JUNIOR 13.3 x64	2756

CCRL 40/40 4cpu [MP] Rating List

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

CCRL, *32/64-bit, Best Versions only*

Pos	Engine	Rating
1	HOUDINI 3 x64	3247
2	STOCKFISH 4	3222
3	KOMODO 5.1 x64	3215
4	CRITTER 1.6A x64	3174
5	RYBKA 4 x64	3162
6	BOUQUET 1.5	3150
7	STRELKA 5.5 [SP] x64	3117
8	GULL 2.2 x64	3109
9	NAUM 4.2 x64	3079
10	PROTECTOR 1.5.0 x64	3075
11	HIARCS 14 x32	3073
12	CHIRON 1.1A x64	3063
13	HANNIBAL 1.3 x64	3050
14	DEEP FRITZ 13 x32	3050
15	JUNIOR 13 x64	3042
16	BLACK MAMBA 1.4 x64	3037
17	SPIKE 1.4 LEIDEN x32	3035
18	SHREDDER 12 x64 OA=ON	3031
19	ZAPPA MEXICO II x64	2983
20	SPARK 1.0 x64	2978
21	SJENG CT2010 x32	2946
22	ONNO 1.2.70 x64	2940
23	THINKER 5.4c INERT x64	2939
24	BOOOT 5.2.0 [SP] x64	2913
25	TOGA II 1.4.1SE x32	2912
26	QUAZAR 0.4 [SP] x64	2909
27	BRIGHT 0.4A x32	2906
28	TORNADO 4.88 x64	2890
29	MINKOCHESS 1.3 x64	2889
30	GAVIOTA 086 x64	2865
31	CRAFTY 23.4 x64	2865
32	NEMO 1.0.1 [SP] x64	2861
33	LOOP M1-T x64	2856
34	TEXEL 1.02 [SP] x64	2843
35	BUGCHESS2 1.9 x64	2834
36	JONNY 4.00 x32	2824
37	MURKA 3 [SP] x64	2814
38	SCORPIO 2.7.6 [SP] x64	2789
39	FRENZEE 3.5.19 [SP] x64	2779
40	GNU CHESS 5.50 [SP] x64	2774
41	NARAKU 1.4 [SP] x32	2772
42	SMARTHINK 1.20 [SP] x64	2770
43	TWISTED LOGIC 20100131 [SP] x64	2767

DEDICATED *CHESS COMPUTER* RATINGS

Model	Rating	Model	Rating	Model	Rating
Tasc R30-1995	2330	Mephisto Milano	1953	SciSys Turbostar 432	1762
Mephisto London 68030	2298	Mephsto Montreal+Roma68000	1951	Mephisto MM2	1757
Tasc R30-1993	2297	Novag Star Ruby+Amber	1948	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2291	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2266	Mephisto Academy/5	1945	Kasparov A/4 module	1740
Mephisto Lyon 68030	2264	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2255	Fidelity 68000 Mach2B	1931	Kasparov Renaissance basic	1729
Mephisto RISC2	2247	Kasparov Barracuda+Centurion	1931	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2244	Novag SuperForte+Expert B/6	1923	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2236	Kasparov Maestro D/10 module	1921	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2232	Fidelity 68000 Mach2C	1920	Novag Super Nova	1701
Kasparov RISC 2500-512	2232	Kasparov GK2000+Executive	1915	Fidelity Prestige+Elite A	1688
Meph RISC1	2220	Kasparov Explorer+TAdvTrainer	1915	Novag Supremo+SuperVIP	1684
Mephisto Montreux	2211	Kasparov AdvTravel+Bravo	1915	Fidelity Sensory 12	1681
Kasparov SPARC/20	2208	Mephisto MM4	1904	SciSys Superstar 36K	1667
Mephisto Atlanta+Magellan	2206	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2192	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2175	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2173	Meph Supermondial2+College	1888	Novag Quattro	1650
Fidelity Elite 68040v10	2164	Mephisto Monte Carlo4	1888	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2155	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2149	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2135	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2127	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2120	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1866	Novag Constellation/2	1591
Mephisto Vancouver 68000	2107	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2106	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2103	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Mephisto Almeria 68020	2101	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Meph Master+Senator+MilPro	2101	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2081	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2076	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2075	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2052	Novag Super Forte+Expert A/5	1830	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1829	GGM+Steinitz module	1490
Mephisto Polgar/10	2034	Fidelity Elite+Designer 2100	1829	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2033	Fidelity Chesster	1829	Mephisto 3	1479
Mephisto Roma 68020	2028	Novag Forte B	1829	Kasparov Turbo 24K	1476
Mephisto MM6+ExplorerPro	2023	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov GK2100+Cougar	2022	Mephisto Rebell	1827	GGM+Morphy module	1472
Kasparov Cosmos+Expert	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Brute Force	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2017	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2014	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1983	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1974	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	1970	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Nov EmClassic+Zircon2+Jade2	1965	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1964	Kasparov Simultano	1790	ChessKing Master	1200
Mephisto Polgar/5	1963	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Novag Obsidian	1960	Conchess Plymate/4	1778	Boris Diplomat	1150
Mephisto Mondial 68000XL	1958	Fidelity Elite C	1777	Novag Savant	1100
Nov SuperForte+Expert C/6	1957	Fidelity Elegance	1765	Boris2.5	1060