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SELECTIVE SEARCH has been produced by ERIC HALLSWORTH
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THE MASTER GAME RETURNS

The Master Game broke new ground in the 1970s and 1980s when it established itself as the only international chess tournament played for television. Following its launch by BBC Television in 1975, it became a firm favourite amongst chess fans and grandmasters alike. The list of featured competitors is a who's who of famous Grandmasters from the 1970s including Karpov, Korchnoi, Miles, Larsen, Short, Nunn, Browne and many more. Whereas computers have taken over the analysis of games in the modern age, the aspect of The Master Game which made it so popular was the players voicing their inner thoughts and letting viewers understand their thinking on the game.

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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 the 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/Ippoliti 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 - 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 - Hiarc 14 4CPU
15.5 - Sting SF 3 64-bit 4CPU
15.0 - Protector 1.5 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

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 1.6a 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 - Hiarc 14 4CPU
15.5 - Sting SF 3 64-bit 4CPU
15.0 - Protector 1.5 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 Tourney 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
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 - Boocot 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 - GulI R375 64-bit
21.0 - Hijacs 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

*ECGMasters 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 won't 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. Boot 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 Lukeemia. 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

<table>
<thead>
<tr>
<th>Engine</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Komodo 6</td>
<td>152.0-148.0</td>
</tr>
<tr>
<td>Komodo 6</td>
<td>133.0-167.0</td>
</tr>
<tr>
<td>Komodo 6</td>
<td>147.0-153.0</td>
</tr>
<tr>
<td>Komodo 6</td>
<td>145.5-154.5</td>
</tr>
<tr>
<td>Komodo 6</td>
<td>152.5-147.5</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Engine</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Houdini 3 x64</td>
<td>3152</td>
</tr>
<tr>
<td>Robodini 1.1 x64</td>
<td>3144</td>
</tr>
<tr>
<td>Houdini 3 tactical</td>
<td>3117</td>
</tr>
<tr>
<td>Komodo 6 x64</td>
<td>3107</td>
</tr>
<tr>
<td>Houdini 2.0c x64</td>
<td>3102</td>
</tr>
<tr>
<td>Stockfish 130910 x64s</td>
<td>3092</td>
</tr>
<tr>
<td>Komodo CCT x64</td>
<td>3092</td>
</tr>
<tr>
<td>Houdini 1.5a x64</td>
<td>3081</td>
</tr>
<tr>
<td>Stockfish 130830 x64s</td>
<td>3081</td>
</tr>
<tr>
<td>Komodo 5.1r2 x64</td>
<td>3080</td>
</tr>
<tr>
<td>Stockfish 130826 x64s</td>
<td>3075</td>
</tr>
<tr>
<td>Amitis 130912 x64s</td>
<td>3071</td>
</tr>
</tbody>
</table>
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/15min's on Quad 17

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>/20</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Houdini Pro 3</td>
<td>12½</td>
</tr>
<tr>
<td>2</td>
<td>Critter 1.6a</td>
<td>10½</td>
</tr>
<tr>
<td>3</td>
<td>Stockfish 2.2.2</td>
<td>10</td>
</tr>
<tr>
<td>4</td>
<td>Rybka 4.1</td>
<td>9½</td>
</tr>
<tr>
<td>5</td>
<td>Houdini 2.0c</td>
<td>9</td>
</tr>
<tr>
<td>6</td>
<td>Houdini 1.5</td>
<td>8½</td>
</tr>
</tbody>
</table>

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).
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 Nxc4 1.e4 e5 2.c3 d6 3.c4 c5 4.d4 e4 5.0-0 d5 6.exd5 cxd5 7.c5 b5+ 8.d7 8.d4 e4 9.g5 xb5 10.xb5 11.b7 11.c4 wa5 12.f4 ac8 13.a3 a7 13...dxc4? is no good because of 14.c7+! xe7 15.axb4 as now Black must save his queen with 15...wb6 and lose his rook 16.xc7 xxc7 and then a pawn 17.xa7+ 14.ecl dxc4 So Black goes a pawn up, but his own on c4 and e4 are vulnerable 15.xb3 0-0 16.xc2 e6 17.xf1 a6 18.g3 The pressure on the e4/pawn grows 18...b5 19.xc4 Equal again 19...d5 20.xd2 xc7 21.xf5 x7f6 22.xe7+ xxe7 23.xc5 wd6

28...bxc4 Not 28...xh4 29.xd5 h53 30.xh5 xh5 31.xe1 = 29.xb7? Very poor. The position was difficult but at least with 29.xe1 gxh4 30.xc4 hxg3 31.hxg3 White had some hope of scraping a draw 29...xa3 30.xf5 xh3! As at move 28 not 30...xh4?! as 31.xg4+ h8 32.xa1! and White definitely can draw from here 31.xf3 xxf2 32.xxf2 xd1 33.xd1 gxh4 34.gxh4
The exchanges have left the Milano with an easily winning material advantage 34...\text{b}b3 35.\text{g}g3+ \text{h}h8 36.\text{x}xb3 \text{cxb}3 37.\text{b}b1 \text{e}e4 38.\text{x}xb3 \text{e}xd4 39.\text{c}c5 \text{g}g8+ 40.\text{f}f2 \text{e}xh4 41.h3 a5 42.\text{a}a3 \text{f}f4+ 43.\text{e}e3 \text{g}g3+ 44.\text{x}f4 \text{e}xa3 45.h4 \text{c}c3 46.\text{e}e4 \text{e}c4 47.\text{f}f5

47...\text{x}e4! Good endgame simplification, PC tablebases say mate in 17 after this 48.\text{x}e4 a4 49.\text{d}d3 a3 50.\text{c}c3 \text{f}5 51.\text{b}b3 \text{f}4 52.\text{c}c2 f3 53.\text{d}d3 a2 54.\text{e}e3 \text{f}2!
55.\text{x}f2 \text{g}g7 56.\text{f}f3 \text{g}g6 57.\text{g}g4 a1\text{w} 58.\text{h}h5+ \text{h}h6 59.\text{f}f5 \text{x}h6 60.\text{e}e6 \text{g}g4 61.\text{d}d5 \text{h}h5 62.\text{e}e4 \text{c}c3 63.\text{d}d5 \text{f}f5 64.\text{d}d6 \text{w}c4 65.\text{d}d7 \text{e}e5 66.\text{d}d8 \text{e}e6 67.\text{e}e8 \text{w}c8\# 0-1

So the Milano takes an early lead.

**Milano - Challenger**

Game 3. A34: Symmetrical English

1.\text{c}c4 \text{c}c5 2.\text{c}c3 \text{c}c6 3.\text{f}f3 \text{f}f6 4.\text{g}3 \text{d}5 5.\text{x}xd5 \text{x}xd5 6.\text{d}xd5 \text{w}xd5 7.\text{g}g2 \text{e}5 8.\text{d}d3 \text{b}b6 9.\text{g}g5 \text{f}6 10.\text{e}e3 \text{b}b7 11.0-0 \text{d}d4 12.\text{h}h4 \text{w}d7 13.\text{d}d2 \text{x}g2 14.\text{x}g2 \text{d}6 15.\text{e}e3 \text{g}g6 16.\text{b}b3 0-0 17.\text{f}f4 \text{e}f7 18.\text{f}f5 \text{c}7 19.\text{c}c3 \text{b}5 20.\text{a}ad1 \text{x}c3 21.\text{b}xc3 \text{e}e8 22.\text{w}d5 \text{e}c7 23.e4 \text{w}xd5 24.\text{ex}d5 \text{e}d7 25.c4

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.\text{a}a6+ \text{e}e7 42.\text{d}d6+ \text{f}f7 43.\text{d}d5 \text{h}xg3 44.\text{h}xg3 \text{h}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.\text{b}b8! \text{x}g3 46.\text{c}c6! \text{e}xd3 47.\text{e}e7! \text{g}g7 48.\text{e}e6 \text{g}3 49.\text{a}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...


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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 \text{c}c5 2.\text{c}c3 \text{d}5 3.\text{e}xd5 \text{w}xd5 4.\text{d}d4 \text{c}c6 5.\text{d}xc5 \text{w}xd1+ 6.\text{a}axd1 \text{g}g4+ 7.\text{f}f3 0-0-0+ 8.\text{e}e1 \text{f}f5 9.\text{b}b4 \text{f}f6 10.\text{e}e2 \text{g}6 11.\text{g}g3 \text{c}c2
12. \( \text{Qa3} \) \( \text{Exd1+} \) 13. \( \text{Kf2} \) \( \text{Qd3} \) 14. \( \text{Qxd3} \) \( \text{Exd3} \)
15. \( \text{b5} \) \( \text{Qd8} \) 16. \( \text{Qb1} \) e6 17. \( \text{Qe3} \) \( \text{Qg7} \) 18. \( \text{Qe2} \) 
\( \text{Qd7} \) 19. \( \text{Qd4} \) e5 20. \( \text{Qe3} \) \( \text{Qd5} \) 21. \( \text{Qe4} \) \( \text{Qxe3} \) 
22. \( \text{Qxe3} \) \( \text{Qc7} \) 23. \( \text{Qd6} \) f5 24. \( \text{Qd1} \) \( \text{Qe6} \) 
25. \( \text{Qd2} \) \( \text{Qxe5} \) 26. \( \text{Qc4} \) \( \text{Qhd8} \) 27. \( \text{b6+} \) \( \text{Qxb6} \) 
28. \( \text{Qh5+} \) \( \text{Qb8} \) 29. \( \text{Qxd7} \) \( \text{Qxd7} \) 30. \( \text{Qxb6} \) 
\( \text{Qh6+} \) 31. \( \text{Qf2} \) \( \text{Qd2+} \) 32. \( \text{Qg1} \) \( \text{Qd3} \) 33. \( \text{Qd7+} \) 
\( \text{Qc8} \) 34. \( \text{Qb6+} \) \( \text{Qd8} \) 35. \( \text{Qc4} \) \( \text{Qe2} \) 36. \( \text{Qf1} \) 
\( \text{Qf2+} \) 37. \( \text{Qg1} \) \( \text{Qc2} \) 38. \( \text{Qd1} \) e4 39. \( \text{Qbd6} \) b5 
40. \( \text{Qxb5} \) \( \text{Qe7} \) 41. \( \text{Qxe4} \) \( \text{Qxe4} \) 42. \( \text{a4} \) e3 43. \( \text{Qd4} \) 
\( \text{Qxc3} \) 44. \( \text{Qb6} \) \( \text{Qa3} \) 45. \( \text{Qfl} \) \( \text{Qf4} \) 46. \( \text{Qc4} \) \( \text{Qc3} \) 
47. \( \text{Qb6} \) \( \text{Qf7} \)

Black has \( \text{Q} \) for \( \text{Q} \), 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. \( \text{a5!} \) \( \text{Qe6} \) 49. \( \text{Qxe6} \) \( \text{Qxe6} \) 50. \( \text{Qa1} \) A critical moment 50... \( \text{Qc2?} \)

This looks like a good idea, it threatens \( \text{Qf2+} \) then \( \text{Qxg2} \) and \( \text{e2} \), but sadly it gives White an important tempo to push its own pawn. It was probably hard for the Milan to understand or see deeply enough that it needed to sacrifice its powerful passed e-pawn, but after 50... \( \text{e2+} \) 51. \( \text{Qxe2} \) \( \text{Qe3}! \)

Black has good chances of drawing:
52. \( \text{Qa4} \) (52. \( \text{Qa4} \) \( \text{Qxb6} \) 53. \( \text{Qxb6} \) \( \text{Qb3} \) 54. \( \text{Qa7} \) \( \text{Qxb6} \) 
55. \( \text{Qxh7=} \) 52... \( \text{Qb3} \) 53. \( \text{a6} \) \( \text{Qd4=} \) 51. \( \text{a6!} \)

52. \( \text{Qg1?} \) 52. \( \text{Qe1!} \) was correct, and after 52... \( \text{Qxg2} \) 53. \( \text{Qf1} \) \( \text{Qf2+} \) 54. \( \text{Qg1} \) \( \text{Qg8} \) 
55. \( \text{a7} \) e2 56. \( \text{a8} \) \( \text{Qxa8} \) 57. \( \text{Qxa8} \) \( \text{Qd2} \) 
58. \( \text{Qf2} \) e1 \( \text{Q} \) 59. \( \text{Qxe1} \) \( \text{Qxe1} \) 60. \( \text{Qxe1} \) the tablebases say that White wins, though that's not a guarantee that the Milan would of course 52... \( \text{Qf7} \)

Amazing, the position is exactly equal again, but not for long! 53. \( \text{Qa2?} \) 53. \( \text{Qa4!} \) e2
54. \( \text{Qe4+} \) \( \text{Qg5} \) 55. \( \text{Qxe2} \) \( \text{Qg7} \) draws 53... \( \text{Qg7}! \)
54. \( \text{Qc4} \) \( \text{Qd4!} \) 55. \( \text{Qe2} \) \( \text{Qf2!} \) Excellent stuff from the Challenger 56. \( \text{Qxe3+} \) No choice. If
56. \( \text{Qe1?} \) \( \text{e2!} \) threatens \( \text{Qf1} \) double check.

And even worse would be 56. \( \text{Qxf2?} \) \( \text{e2} \) and the rook is pinned, in fact it's \( \text{Q} \)
56... \( \text{Qxe3} \) 57. \( \text{Qxe3} \) \( \text{Qa2} \) Black should win now 58. \( \text{Qf1} \) 
\( \text{Qe5} \) 59. \( \text{Qg4+} \) \( \text{Qd6} \) 60. \( \text{Qf6} \) \( \text{h6} \) 61. \( \text{Qe4+} \) \( \text{Qe5} \) 
62. \( \text{Qc3} \) \( \text{Qxa6} \) 63. \( \text{Qe2} \) \( \text{Qd4} \) 64. \( \text{Qd2} \) \( \text{Qc4} \)

65. \( \text{Qh4?} \) This gives the Challenger a target.
Better was 65. \( \text{Qe2} \) and Black will have to play precisely with 65... \( \text{Qd5} \) 66. \( \text{Qe3} \) \( \text{Qe5} \) 
67. \( \text{Qg1} \) \( \text{Qa3+} \) 68. \( \text{Qf2} \) g5 69. \( \text{Qf3+} \) \( \text{Qf4}. \) But that's still going to be the 0-1 65... \( \text{Qd6}+ \)
66. \( \text{Qc2} \) \( \text{Qd4!} \) 67. g3 \( \text{Qd3!} \) 68. \( \text{Qe2} \) \( \text{h5!} \)
White will have to play very well to save this, but unfortunately it tried... 35.\textit{E}e7?? This attempt to win back its pawn loses unfortunately. 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.\textit{E}d3 b4 36.\textit{E}d6 \textit{E}c4 37.\textit{E}f8 \textit{E}b3+ 38.\textit{E}e2, and Black must find 38...\textit{E}f5! 39.\textit{E}xg7 \textit{E}b2+ to be sure of the eventual win; [b] 35.\textit{E}d6 b4 36.\textit{E}f8 \textit{E}f5! 37.\textit{E}xg7 \textit{E}c4+ 38.\textit{E}e2 \textit{E}b2+ 39.\textit{E}f3 \textit{E}d2+ 40.\textit{E}g3 \textit{E}b3 41.\textit{E}b7 \textit{E}e4+(trying to queen the b-pawn with 41...\textit{E}a2?! results in disaster after 42.\textit{f}3! \textit{b}2 43.\textit{E}h4 \textit{b}1\textit{w} 44.\textit{g}4+ \textit{m}3!?) 42.\textit{E}h4 \textit{E}xf2+ 35...\textit{E}c4+ 36.\textit{E}c2 \textit{E}b2+ 37.\textit{E}c1 \textit{b}4! 38.\textit{E}c7 Not 38.\textit{E}xe6? \textit{b}3! wins as White loses his rook if he plays \textit{E}b6 38...\textit{E}b3 39.\textit{E}d1 \textit{E}c3! 40.\textit{h}4 If 40.\textit{E}b7 then 40...\textit{b}3 41.\textit{E}e2 \textit{b}2 followed by \textit{E}c1 and wins 40...\textit{b}3 41.\textit{h}5+ \textit{E}xh5 42.\textit{E}xg7 \textit{b}2 43.\textit{E}xh7+ \textit{E}g5 44.\textit{E}b7 \textit{E}c1+ 45.\textit{E}e2 \textit{b}1\textit{w} 46.\textit{E}xb1 \textit{E}xb1 and the rest is easy... 47.\textit{E}f4+ \textit{E}f5 48.\textit{E}f3 \textit{E}d2+ 49.\textit{E}e2 \textit{E}b2 50.\textit{f}3 \textit{E}e4+ 51.\textit{E}f1 \textit{E}f2 52.\textit{g}4+ \textit{E}g6 53.\textit{E}g3 \textit{E}d3 54.\textit{f}4 \textit{E}c2 55.\textit{E}h4 \textit{E}b2 56.\textit{f}2 \textit{E}d1 57.\textit{E}g1 \textit{E}a2 58.\textit{g}5 fxg5 59.\textit{f}xg5 \textit{E}xg5 60.\textit{e}4 \textit{d}xe4 61.\textit{E}e1 \textit{E}a1 62.\textit{E}d2 \textit{E}t4 63.\textit{h}2+ \textit{E}f3 64.\textit{E}c2 \textit{E}a2+ 65.\textit{E}c1 \textit{E}xb2 66.d5 \textit{E}xd5 67.\textit{E}xd1 \textit{e}3 68.\textit{E}c1 \textit{E}d2 69.\textit{E}b1 \textit{E}e2 70.\textit{E}a1 \textit{E}a# 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.e4 e5 2.d3 c6 3.d4 c6 4.g3 d4 5.g2 0-0 6.0-0 e4 7.g5 xxc6 8.bxc3 Ee8 9.d3 exd3 10.exd3 b6 11.f4 d7 12.b1 a5 13.a4 dxe4 14.axe4 d6 15.b5 f8 16.wh5 g6 17.wh6 Ee6 18.h2 Eae8 19.d5

19...Ee2? 19...Ee1 was good as, if 20.Exe1 Eex1+ 21.wg2 d7, Black might even have a slight edge 20.g5! Efx5 21.Ee4?? The start of White's woes. 21.Exe2 Exe2 22.d4 Exa2 23.Ee4 would have left White on top after 23...Exd4 (best as 23...Exe4?) 24.f6! threatening mate on g7) 24.Exb7 Ee4 25.Ee3 leaving White with a bishop for 2 pawns and a clear advantage 21...E2xe4 22.dxe4 Exe4 23.Ef4 Ee5 24.Exe5 Exe5 25.Exd2 Exc4 26.Ec2 Ef5

27.w52?? Missing a crushing tactical reply which the Challenger finds! 27.f3 was best, and if 27...h5 28.h4+ 27...E3! 28.Ee3 28.Exc4?? Ef3 h3 m3 28...Eh4 29.Efc1? Not 29.gxh4?? Ew5#. But 29.Ea1 and if 29...Exh2 30.Exf3 Exf3 31.EXh2 and things look bad for White, but not yet impossible. Now, after the move actually played, the Challenger could have finished

the game with its next move 29...Exh2
Missing 29...Ee4!! when, after 30.Eh6 Ee6 31.c4 Exc2 wins the rook as 32.Exc2? Ee1 mate. Black would be too far ahead in material for the Milano to have any chance
30.Ef3 Exf3 31.Eh2 f5 Black is still winning, but it will just take longer 32.Ee1 f4 33.c4 Ee3 34.Ec1 b5 35.Eg2 g5 36.Eh3 h4 37.Ec3 Ef5+ 38.g4 Ee4 39.a3 Ee2 40.Ed2 Efl+ 41.Eh2 Efd1 42.f3Ef7
43.Ed2 Ef1 44.Edc2 E3

45.Ed3 45.Eh3?? Ef3# 45...c6?! Black is still ahead, but definitely better was 45...a4! 46.Edb2 c5 47.Edb2 d5 48.Edxd5 Ef3+ 49.Eh1 Efx3+ 50.Eg1 Efxg4+ and White would have to resign 46.Edc2 b5 47.cxb5 cxb5 48.Edc2 d5 49.Edc3 Not 49.Edxd5?? Ef3+ m1/1 49...Ef3+ 50.Eh1 h2 51.Edc1 Not 51.Eg2 Ee1+ 52.Ed2 Efxc3 51...Ee6? 51...Ef2 52.Ed3 d4 was stronger. Again Black is still ahead after the move played, but the evaluations are
definitely dropping with these missed opportunities 52.\text{d}f1 53.\text{d}e6 54.\text{b}b3 55.\text{c}5 56.\text{c}2 57.\text{h}3?! 58.\text{f}2 59.\text{bb}1 d2 and wins 6.\text{d}d1+ 60.\text{d}e3 61.\text{d}f2 62.\text{d}d4 63.\text{d}b2+ 64.\text{d}c5 64.\text{d}bc2+

64...\text{d}c4? This and Black's next are mistakes, it needed to bring the series of checks to an end with 64...\text{d}h6 65.\text{c}d2\text{h}8 66.\text{ex}d5\text{a}1+ 67.\text{h}xh2\text{xa}3+ 68.\text{c}d2+ 69.\text{c}c3 69...\text{d}h6+? 70.\text{b}b7+\text{h}8 71.\text{b}xb2+

And now the almost unbelievable happens! 70...\text{d}xb2?? and two more ?? would not be inappropriate. 70...\text{d}h4 71.\text{g}c2+ 72.\text{d}b1 \text{h}7 is probably going to be a draw, but maybe Black could still win 71.\text{d}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...\text{c}c5 72.\text{h}xh2\text{e}4 73.\text{b}b1\text{e}5 74.\text{g}2\text{e}6 75.\text{c}e1+ 76.\text{d}d6 77.\text{g}8\text{e}4 78.\text{d}xg5 79.\text{a}a5\text{b}xa3 80.\text{a}a4+\text{b}b3 81.\text{a}a6 a2 82.\text{g}5 \text{b}2

83.\text{h}3 a1\text{w} 84.\text{x}a1\text{x}a1 85.\text{g}4\text{b}2 86.\text{xf}4\text{f}a3 87.\text{e}5\text{b}4 88.\text{d}4\text{b}5 89.\text{d}6 90.\text{g}7\text{f}7 91.\text{f}5\text{e}7 92.\text{g}8\text{d}7 93.\text{e}6+ \text{d}d8 94.\text{e}c6 1-0

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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.\text{e}4 \text{e}5 2.\text{c}c3 \text{f}6 3.\text{c}c4 \text{b}4 4.\text{g}e2 \text{c}6

5.0-0 \text{d}5 6.\text{ex}d5 \text{cx}d5 7.\text{b}b5+ \text{d}7 8.\text{d}4 \text{e}4

9.\text{g}g5 \text{xb}5 10.\text{xb}5 \text{bd}7 11.\text{c}4 \text{wa}5

12.\text{f}4 \text{c}8 13.\text{a}3 \text{e}7 14.\text{cx}e1 \text{d}xe4 15.\text{g}c3

0-0 16.\text{e}c2 \text{e}e8 17.\text{f}d1 \text{a}6 18.\text{g}3 \text{b}5

19.\text{xe}e4 \text{d}5 20.\text{d}d2 \text{f}7 21.\text{f}5 \text{f}7

22.\text{xe}e7+ \text{wh}8 23.\text{d}e5 \text{e}e6 24.\text{f}e1 \text{g}4

25.\text{g}3 \text{d}f6 26.\text{c}c3 \text{d}5 27.\text{d}d2 \text{f}6

28.\text{c}c3 \text{e}6 29.\text{f}f5 \text{d}f6 30.\text{f}f4

The position is virtually equal, maybe White has a little more activity. Here Black can exchange rooks 30...\text{e}xe1+ 31.\text{exe}1 and then protect the \text{c}c with h5, or just play 30...h5 immediately 30...\text{h}6?? But instead it takes it's own knight's only safe square away! So of course... 31.\text{h}3! b4?! Well I'm surprised again. It could have at least grabbed a pawn with the doomed knight and played 31...\text{xf}2 32.\text{xf}2 \text{wa}8, though 33.\text{g}2+- is clearly still good for White

32.\text{a}xb4 \text{h}5 33.\text{h}xg4 \text{g}xg4 34.\text{exe}8 \text{exe}8

35.\text{e}a1
And a piece up the Challenger, this time, is going to win with ease 35...f6 36.\texttt{x}a6 \texttt{wa}d5 37.\texttt{fa}7 \texttt{wa}8 38.\texttt{x}a8+ \texttt{wa}8 39.\texttt{w}f5 \texttt{we}8 40.\texttt{wa}d5+ \texttt{hg}8 41.\texttt{wc}c4 \texttt{wg}6 42.\texttt{wa}d5 \texttt{h}4 43.\texttt{wa}8+ \texttt{hg}7 44.\texttt{gx}x4 \texttt{oe}3+ 45.\texttt{w}h1 \texttt{wb}1+ 46.\texttt{w}h2 \texttt{og}4+ 47.\texttt{w}g2 \texttt{f}5 48.b5 \texttt{wc}1 49.\texttt{w}f3 \texttt{g}6 50.\texttt{b}6 \texttt{wa}1 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.e4 \texttt{f}6 5.\texttt{ac}3 \texttt{c}6 6.\texttt{xd}5 \texttt{xd}5 7.\texttt{b}b5 \texttt{e}6 8.\texttt{wa}4 \texttt{ab}4 9.\texttt{ac}2 \texttt{ad}7 10.0-0 \texttt{ac}3 11.\texttt{bc}3 a6 12.\texttt{xc}6 \texttt{xc}6 13.\texttt{wb}3 b5 14.\texttt{hb}1 0-0 15.\texttt{a}3 \texttt{fe}8 16.\texttt{fe}1 \texttt{wg}5

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 \texttt{wc}6 aiming clear down the diagonal 17.\texttt{cc}1 \texttt{gg}6 18.\texttt{dd}2 \texttt{ac}8 19.f3 doesn’t look too bad 17...\texttt{ff}5! 18.c4 \texttt{bb}6 19.\texttt{x}b5 \texttt{ee}4 19...\texttt{x}b5! 20.\texttt{cc}5 \texttt{cc}4! was even stronger 20.\texttt{bc}1 \texttt{dd}5 21.\texttt{wc}3 \texttt{ax}b5

22.\texttt{cc}5?! White still had some chance of saving the game with 22.\texttt{ff}4 and after 22...\texttt{dc}4 23.\texttt{xd}5 \texttt{xd}5 24.\texttt{cc}5, but Black wins a pawn with 24...\texttt{x}a2 and obviously has the better prospects 22...\texttt{dc}4 23.\texttt{ff}3? 23.\texttt{ff}4 \texttt{x}a2 24.h4 would keep White in the game a little longer 23...\texttt{dd}2!! The offered sacrifice cannot be taken! 24.\texttt{ff}1 24.\texttt{xd}2? \texttt{xf}3 25.\texttt{cc}3 \texttt{hh}1+m/3 24...\texttt{x}a2 Of course the immediate 24...\texttt{xf}1 would also win 25.\texttt{ff}4 \texttt{xf}1 26.\texttt{xf}1 \texttt{ee}8 27.\texttt{cc}1 \texttt{da}4 28.\texttt{xd}5 \texttt{hh}3! 29.\texttt{cc}2. Sacrificing to delay mate... but not for long! 29...\texttt{xc}2

30.\texttt{xc}2 \texttt{aa}1+ 31.\texttt{ff}2 \texttt{xh}2+ 32.\texttt{cc}3 \texttt{xc}2 33.\texttt{ee}7+ \texttt{hh}8 34.\texttt{ff}4 \texttt{f}6 35.\texttt{gg}4 \texttt{wd}2 36.\texttt{gg}6+ \texttt{hx}g6 37.\texttt{dd}6 \texttt{f}+ 38.\texttt{hh}3 \texttt{hh}1#. A very good tactical display from the Milano after the Challenger’s flawed defensive effort at move 17. 0-1

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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!
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 Hiarcx would get on in the World Championships! I have been Mark Uniacke's friend for so many years, and worked on Hiarcx 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 Hiarcx 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 Hiarcx 14. How much, I wondered, would the others have improved?!

As it happens I didn't need to worry about Hiarcx 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.d4 c3 d5 3.d4 dxe4 4.dxe4 Qf5 5.Qg3 Qg6 6.h4 h6 7.f3 d7 8.h5 h7 9.Qd3 Qxd3 10.Qxd3 Qc7 11.Qd2 Qf6 12.Qe2 e6 13.Qe4 0-0 0-0 14.Qe5 Qb6

15.Qa5 Qd5 16.Qxb6 axb6 17.Qf4 17.c4 Qa5 (or 17...Qd8 18.Qb4 Qc6) 18.Qb4 has been more successful 17...c5 18.dxe5 Qxc5

20.Qc4? Harvey: Hiarcs had it more or less equal up to here but thinks c4 is a blunder. 20.Qd3 looks better, and if 20...Qd6 21.Qe1 = 20...Qxd1+! 21.Qxd1 Qxd1+

22.Qxd1 Qe3 23.Qf3 Qd4 24.Qe4 Qxe5 25.Qxe5 Qxe5 26.Qxf6 gxf6 Harvey: Hiarcs thinks taking with the Queen was better. E.g. 26...Qxf6 27.e2 Qf4+ 27.Qc2 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.Qg4 Qc7 30.b3 Qe4+ 31.Qb2 Qd4+ 32.Qa2 Qd2+ 33.Qa3 Qc1+ 33...e5! was best, and after 34.Qg7 Qd6+ 35.Qb2 Qe6 36.Qc3 e4+ with good winning chances 34.Qa2 Qc2+ 35.Qa3 Harvey: Hiarcs still prefers Black but the Tasc seems to want to just play checks 35...Qd2+! 35...e5 36.Qg7 Qc1+ 37.Qa2 Qd2+ 38.Qb1 Qd1+ 39.Qb2 Qxh5 40.Qf6 Qe2+ and Black could still win 36.Qb4 Qe5+ 37.Qc3 Qe3+ 38.Qb4
38...b5? Harvey: Genius is off the hook!
38...\textit{e}1+ 39.\textit{a}3 \textit{a}1+ 40.\textit{b}4 \textit{f}6
might still have got Black the full point
39.\textit{e}b5 \textit{d}4+ 40.\textit{a}3 \textit{d}6+ 41.\textit{b}2 \textit{d}2+
42.\textit{a}3 \textit{c}1+ 43.\textit{a}2 \textit{c}2+ 44.\textit{a}3 \textit{e}5+
45.\textit{a}a2 \textit{f}2+ 46.\textit{a}3 \textit{d}4 47.\textit{a}e3 e5
Harvey: Finally but is it too late? 48.a5 f5
49.b6+ \textit{b}8 50.\textit{f}1 \textit{c}5+ 51.b4 \textit{c}3+
52.\textit{a}4 \textit{c}6+ Harvey: We agreed to a draw
here. However Hiarcs actually thinks White
has some chances! It would have played 53.\textit{h}3
here. Tasc and Genius both thought Black
was slightly better. E.g. 53.\textit{h}3 \textit{c}8
54.\textit{c}4 \textit{xc}4+ 55.\textit{xc}4 e4! would actually
have been an exciting finish for the OnLine
spectators! \textit{½-½}

Tasc R30 - Mephisto London 68030
Game 2. ECO: A11. English Opening
\textit{f}3 d5 2.c4 c6 3.e3 \textit{f}5 Harvey: This
took the R30 out of book 4.\textit{c}3 Harvey:
And this took Genius out of book :) 4...e6
5.d3N Though the computers are out of
their Books 5.d4 \textit{f}6 6.\textit{h}4 would have
followed a well-known theory line 5...\textit{b}4
6.\textit{d}2 \textit{f}6 7.e4 \textit{dxe}4 8.\textit{dxe}4 \textit{xc}3 Harvey:
8...\textit{xe}4 is probably better 9.\textit{xe}4
(9.\textit{xe}2?!) 9...\textit{xe}4 10.\textit{xb}4 \textit{b}6+ 9.\textit{xc}3
\textit{xd}1+ 10.\textit{exd}1 \textit{exe}4 11.\textit{e}5 0-0 12.f3
\textit{f}5?! Harvey: This may have been a
mistake. Hiarcs now has it as +/- 12...\textit{g}6
looks better, then 13.\textit{e}2 \textit{a}6 13.g4! \textit{c}2
14.\textit{d}2 \textit{b}1 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/move ever!
15.\textit{e}2 \textit{xa}2 16.0-0 \textit{b}3 17.g5 \textit{h}5 18.f4

18...\textit{g}6? 18...\textit{f}6 was better, though if
19.\textit{b}4! c5 20.a\textit{xc}5 \textit{fxe}5 21.\textit{xf}8 \textit{c}6 and
now more exchanges: 22.\textit{xb}5 \textit{xe}5 23.\textit{fxe}5
\textit{f}1+ 24.\textit{xf}1 \textit{xc}4+ 25.\textit{xf}2 and the
advantage is still with White 19.\textit{f}5! \textit{g}7??
Harvey: Genius seems to have lost the plot :) 19...\textit{exe}5 was the only chance, but 20.\textit{xa}5!
a5 (20...gxh5? 21.\textit{xf}5!) 21.\textit{f}3+ = 20.\textit{fxe}6
20.\textit{fxg}6! was also winning: 20...hxg6
21.\textit{xf}7 \textit{f}5 (21...\textit{xf}7? 22.\textit{a}d8+ \textit{m}4
22...\textit{h}7 23.\textit{xf}7 etc) 22.\textit{h}6+ \textit{h}7 23.\textit{f}3
heading for h3 and it's game over 20...\textit{exe}6
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.\textit{g}4 \textit{ed}8 22.\textit{h}6+ \textit{f}8 23.\textit{xf}7+ \textit{e}8
24.\textit{xa}8+ \textit{xa}8 If 24...\textit{xa}8 25.\textit{f}6+ \textit{c}8
26.\textit{e}7 \textit{d}7 27.\textit{xe}6 \textit{xf}6 28.\textit{xf}6 wins
25.\textit{h}7 \textit{d}7 26.\textit{f}6 \textit{c}5 27.\textit{g}4 \textit{de}6
28.a\textit{xe}6 \textit{xe}6 29.f\textit{f}7 \textit{ed}8 30.\textit{exd}8 \textit{xd}8
31.\textit{h}8+ \textit{f}7 32.\textit{xd}8 \textit{xc}4 33.\textit{d}7+ \textit{e}6
34.\textit{xb}7 a6 35.\textit{f}2 \textit{f}5
36.\textit{e}3 \textit{f}1? Harvey: This hastens the end but White’s material advantage was too much whatever Black did. 37.\textit{e}7 \textit{g}4
38.\textit{e}e4+ \textit{h}3 39.\textit{f}5 40.\textit{e}5 \textit{d}3
41.\textit{e}3+ \textit{g}4 42.\textit{x}d3 \textit{x}g5 43.\textit{c}3 \textit{f}5
44.\textit{g}3 a5 45.\textit{xc}6 Harvey: At this point Genius resigned. I was set to resign if the evaluation was $< 9.99$. Hieracs declares mate in 10 after a few seconds on my laptop. 1-0

\textbf{Mephisto London 68030 - Tasc R30}

Game 3. ECO: A00. Irregular Opening

1.\textbf{g}3 d5 2.\textbf{c}4 dxc4 Harvey: After playing 2.\textbf{c}4 Genius was out of book whatever Black replied! You can blame me for choosing 1.\textbf{g}3 I guess! 3.\textit{g}2 e5 4.\textit{c}2 Harvey: This move is not in the Hieracs book (it has \textit{Qa}4) but looks ok. 4...\textit{f}6 5.\textit{xc}4 c6 6.\textit{f}3 \textit{e}6
7.\textit{xc}3 \textit{bd}7 8.\textit{xe}5 \textit{d}5 9.\textit{xd}5 \textit{xc}4
10.0-0 \textit{b}8 11.\textit{e}3 \textit{xe}5 12.\textit{xb}5 \textit{wd}7
13.\textit{d}4 \textit{f}6 14.\textit{h}5+ \textit{g}6 15.\textit{f}3 \textit{e}7 16.\textit{c}3
0-0 17.\textit{h}6 \textit{f}d8 18.\textit{fc}1 \textit{f}5

\textbf{Black's advantage from 19.\textit{f}4?!} It was very dangerous to open the g-file as Black can be first to take advantage. Harvey: 23.\textit{f}3 looks better. 23...\textit{d}8 24.\textit{d}1\textit{f}7 25...\textit{f}7! 24.\textit{f}4!
Safety first demanded 24.\textit{f}1 but 24...\textit{b}4 (threatening \textit{e}x\textit{f}4) 25.\textit{f}4 \textit{g}8, Black's pieces dominate the board as well as White's
king! 24...\textit{d}6! Discovering the \textit{e}x\textit{f}4 threat. 25.\textit{f}3 \textit{xf}4 26.\textit{xf}4 \textit{g}8+

27.\textit{h}1?? Harvey: The king had to go to \textit{f}1. 27.\textit{f}1 is better but even so, after 27...\textit{h}3+ 28.\textit{e}1 \textit{g}1+ 29.\textit{d}2 \textit{g}4 30.\textit{b}8 (where else?!) 30...\textit{ex}d4+ 31.\textit{c}2 \textit{e}4 threatening \textit{d}4, and Black is sure to win. 27...\textit{xd}4
28.\textit{f}h2 \textit{gg}4 29.\textit{f}d1 \textit{e}4 30.e4 \textit{xc}3
31.\textit{xf}5 31.\textit{bxc}3? \textit{exe}4+ 32.\textit{f}3 \textit{xf}3+
33.\textit{g}2 \textit{gg}2 34.\textit{h}5 \textit{hh}3# 35...\textit{xf}5
Harvey: The game is already over. 32.\textit{gg}1
\textit{f}3+ 33.\textit{gg}2 \textit{cc}4 34.\textit{gg}1 \textit{gg}2+ 35.\textit{gg}2
\textit{gg}4 36.\textit{gg}4 \textit{gg}4+ 37.\textit{hh}2 \textit{d}4 38.\textit{gg}1
\textit{hh}4+ 39.\textit{gg}2 \textit{d}3 40.\textit{ff}3 \textit{h}5+ 41.\textit{gg}3
\textit{gg}5+ 42.\textit{hh}2 \textit{gg}1+ 43.\textit{gg}1 \textit{d}2 44.\textit{gg}2
\textit{hh}5? Harvey: What is wrong with \textit{d}1=Q? 45.\textit{a}4 \textit{dd} 46.\textit{b}4 Harvey: the only consolation was Genius saw mate in 6 before the R30 found it. 46...\textit{h}4 47.\textit{a}5 \textit{dd} 48.\textit{f}4 \textit{ee}2+
49.\textit{hh}3 \textit{ff}3+ 50.\textit{hh}4 \textit{f}5 51.\textit{gg}5 \textit{gg}4+
52.\textit{hh}6 \textit{gg}6# 0-1
Tasc R30 - Mephisto London 68030
Game 4. ECO: B22. Sicilian 2 c3
1.e4 c5 2.c3 d5 3.exd5 wxd5 4.d4 f6
5.f3 e6 6.a3 c6 7.e2 d8 8.c2 e7
9.0-0 0-0 10.g5 cxd4 11.exd4 e7
12.Ce1N 12.b3 is the PowerBook move
12...Cc8 (or 12...Cc7 13.Ed1) 13.Cfe1
12...Cxd4 Harvey: Marked! ? interesting by
efxd8 15.Ce5 is the Hiarcs Book and looks
a little better 14...Cxd4 Harvey: Hiarcs
wouldn’t take the queen, but anyway thinks
the position is equal 15.Cxd4 h6 16.Cf4
Cf8 17.Cad1 Cxd4 [17...g5?! 18.Cg3 Ce4
g5 20.Cg3 Ce4=] 18...Cf5 Cd8
20.Cc4 Ce6 Harvey: 20...exf5 is preferred by
Hiarcs, and the game is still equal after
21.Cd4! Ce4 22.Cb5 Harvey: Hiarcs
would play 22.Cf3 continuing to chase the
bishop 22...Cf7 23.Cg3 a6 24.Cc3 Ce6
b6 29.Ed2 Ed8 30.Ed8 Cxd8

So we’ve reach a minor pieces endgame
and the position is very level, it should be a draw
31.Cf2 Ce7 32.g3 e5 33.Ce3Cd6 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.Cxf4 Cg7=
35.Cd4! g5?! The more cautious 35...g6
was better and, after 36.Cd1! (to enable
Cc2 winning the e4/pawn) Genius could try
36...Ce7 37.Cc2 Cg4, but White would still
have good winning chances 36.fxg5 hxg5
37.h3 37.h4! gxh4 38.gxh4 was also strong
37...Ce6
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 ñg8 40.ñxe4± 38...ñe7?!
Harvey: Hiarcs points out that 38...e3 was better, but Black is still in trouble as long as White finds 39.ñf1! ñe8 40.ñd1= 39.ñf1!
e3 40.ñxe3 ñd6 41.ñd4

41...ñf3 When you're fighting for your life you've got to keep finding the best moves, and here 41...ñd7 was right. White would probably now go with 42.ñe4+ ñxe4 43.ñxe4 and then 43...ñe6± is the best way to hang on and make it as hard as possible for the R30 to win 42.a3 ñd7 43.b4?!
43.ñe4+ was better, virtually forcing 43...ñxe4 44.ñxe4 and after 44...çc5+ 45.ñf5 ñe7 46.ñxg5 the game is close to won! 43...axb4 44.axb4 ñf6?! 44...f6 was best, then 45.ña4 çc7. Now White will try to break through with 46.c5 bxc5+ 47.ñxc5 when the passed b-pawn threatens to win the game, so 47...ñb6 is needed and might just hold 45.c5+? Swapping mistakes.
Harvey: 45.ña4! Now 45...çc7 46.c5 bxc5+ 47.ñxc5 following the line in the previous note but with even more pressure due to Black's error with 44...Nf6 45...bxc5+ 46.bxc5 ñe7 47.ñb5 ñd7 48.ñd6 f6

Amazingly Black is still fighting! 49.ñb5 If instead 49.ñf5+ ñd8 50.ñg7 ñe7 White would still be struggling to find a new breakthrough 49...ñg2?? Harvey: After this Hiarcs is at +4.50 for White. It was a wasted move and tempo at a critical moment. 49...ñe5 would probably save the game: 50.ñf5+ ñe6 and Black seems to be holding! 50.ñf5+! ñd8 50...ñe8? 51.c6!
51.ñe3! ñxh3? 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...ñf3 accompanied by a slight blush if it was human, but 52.ñd5! ñf8 53.ñxf6 ñe6+ 54.ñe5 ñxc5 55.ñh7 ñe7 56.ñxg5 wins anyway 52.ñxd7 Harvey: Hiarcs quickly announced a long 100+ move mate here, eventually bringing it down to m/13 52...ñxd7 53.ñd5 ñc7 54.ñc6 ñxg4
55.ñxg4 Harvey: Tablebases have taken over in the PC engines and mate is inevitable. The R30 follows the route to the fastest possible win! 55...ñf5 56.ñf6 g4 57.ñe8+ ñe8 58.ñd6 f4 59.ñc7 ñb7 60.ñd7 60...ña6 61.ñf6+ ñb5 62.ñc3 f3 63.ñc7+ ña4 64.ñd5 ñb5 65.ñb4+ ña6 66.ñb6# 1-0

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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!!
15. \( \text{Qa4?} \) Harvey: This is a mistake. 15. \( \text{Qd5} \) is probably best, though a very early draw could occur if 15... \( \text{Qe4} \) 16. \( \text{Qxc7} \) \( \text{Qg4} \) 17. \( \text{Qxg4} \) \( \text{Qxg2}+ \) 18. \( \text{Qxg2} \) \( \text{Qxg4}+ \) 19. \( \text{Qh1} \) \( \text{Qf3}+ \) 20. \( \text{Qg1} \) \( \text{Qg4}+ \) heading for 3-fold repetition. So maybe 15.f3 aiming to play e4 and obtain a strong pawn centre?! 15... \( \text{Qa7?} \) Harvey: The Tasc lets London off the hook although Black is still better. 15... \( \text{Qe6}! \) 16. \( \text{Qxe5} \) \( \text{dxe5} \) and now 17.g3 is virtually forced, but 17... \( \text{Qe4}+ \) 18. \( \text{Qg1} \) \( \text{Qd6}! \) wins material 16.\( c5?? \) \( \text{dx e5} \) 17.\( \text{Qc3} \) \( \text{Qad8} \) 18.\( \text{Qxa5} \) Harvey: During the game Steve and I wondered what would happen after 18.f4 but it turns out it is good for Black: 18... \( \text{Qd3}! \) 19.\( fxe5 \) \( \text{Qxe2} \) when the good-looking 20.e6! is (unfortunately) met simply by 20... \( \text{f6}! \) and after 21.\( \text{Qf4} \) \( \text{Qg5}+ \) 18.\( \text{Qe6??} \) Harvey: After 18... \( \text{Qb8}! \) 19.\( \text{Qxe5} \) \( \text{b6} \) 20.\( \text{Qa4} \) \( \text{Qg4} \) and Black keeps the advantage 19.\( \text{Qf3} \) Harvey: Hiarcs now thinks White is fine, maybe slightly better. Note, not 19.\( \text{Qxc7??} \) \( \text{Qb8}! \) and \( \text{Qxh2} \) mate if White's moves! 19... \( \text{Qg5} \) 20.\( \text{Qb5} \) 20.\( \text{Qfd1}!? \) 20... \( \text{Qe6} \)

21.\( \text{Qxe5?} \) Harvey: 21.f4 looked best here 21... \( \text{Qg6}! \) 22.\( \text{Qg1} \) The London is in trouble again, but the R30 messes it up 22... \( \text{Qxe5?} \) Harvey: With 22... \( \text{Qd5}! \) 23.\( \text{Qxc6} \) \( \text{bxc6} \) 24.f4 \( \text{Qg4} \) 25.e4 \( \text{Qxc5}+ \) Black is winning 23.\( \text{Qxc5} \) Harvey: Now it is only slightly better for Black 23... \( \text{Qh6} \) 24.\( \text{Qg1} \) \( \text{b6} \) 25.\( \text{Qe4} \) \( \text{Qd3} \) 26.\( \text{Qxd3} \) \( \text{Qxd3} \) 27.\( \text{Qxd3} \) \( \text{Qh5} \) 28.\( \text{h3} \) \( \text{Qd5} \) 29.\( \text{Qfd1} \) \( \text{Qxb3} \) 30.\( \text{Qe5} \) \( \text{Qxh3}+! \) 31.\( \text{g3} \) \( \text{Qxd5}+ \) 32.\( \text{Qg1} \) \( \text{Qxe5} \) 33.\( \text{Qae1} \) \( \text{Qd8} \) 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.\( \text{Qf5} \) \( \text{b7} \)

35.\( \text{Qg4??} \) Harvey: Once again White is trying to help Black to win. 35.\( \text{Qd7} \) \( \text{Qxf5} \) 36.\( \text{Qxc7} \) draws 35... \( \text{Qg6}! \) Harvey: To stop the back rank threats 36.\( \text{Qc6} \) \( \text{Qa5} \) 37.\( \text{Qc1} \) \( \text{Qb7} \) Harvey: The R30 is going to wimp out with a repetition, but Hiarcs thinks it should try and win this with 37....\( \text{Qc5}! \) 38.\( \text{Qb1} \) \( \text{Qc4}+ \) 39.\( \text{Qc6} \) \( \text{Qa5} \) Harvey: Even now 38...\( \text{h5}! \) 39.\( \text{Qe2} \) \( \text{Qg7}+ \) was worth a try 39.\( \text{Qc1} \) \( \text{Qb7} \) and a disappointing \( \frac{1}{2}-\frac{1}{2} \)
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.d3 f3 d5 3.d4 e6 4.Qc3 dxc4 5.a4 
 4.b4 6.e3 b5 7.a3 b7 8.axb5 axc3 
 14...0-0 15.0-0 Qc7 16.e4 e5 17.Qf1 fxe8 
 18.c5 exd4 19.Qxd4 h6 20.e5 Qd5!

misses its opportunity to gain an advantage
24.Qf4 24...b3?? 25.Qxc6 Qxc6

26.Qh7 (or 26.Qf5) 26...Qg6 27.Qxg6 fxg6 
28.c6 = 26...Qe6?? Harvey: Black throws away a won game in missing 26...Qxg2! 
27.Qxg2 Qxe5 when Black looks to be winning after 28.Qxe2 Qg6+ 29.Qf1 Qe4=+ 
27.Ebd1?? Dreadful (Erich). I cannot believe we are watching a Tasc R30 v London 68030 game! Harvey: With 27.Qh7! White is winning: 27...Qe7 28.Qh4 Qdf8 
29.Qf5 + Qd8 30.Qed1 + Qc7 31.Qg8+ 32.Qad8?? Also dreadful! That's at least four bad moves in succession. Harvey: 
27...Qg8 is = after 28.Qd6 Qb5 29.Qf5. 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.Qd6!

28.Qb5?? Oh dear. But even 28...Qc7 
wouldn't save the game now after 29.Qh7 
Qxe5 30.Qxe5 Qxd6 31.cxd6 Qxd6 
32.Qf5+ = 29.Qh7 Harvey: Finally it is all over 
29...Qe8 30.c6 Qxe5 31.Qxe5 Qc7 
31...Qxe5?? allows m/3: 32.Qd7 Qxh2+ 
33.Qxh2 Qc5 34.Qh8# 32.Qd7 Qxd7 
33.cxd7 Qd8 34.Qf5 Qxd7 1-0
better to let the f6 pawn go straight away, but after 20...\(\texttt{\textbf{d}6}\) 21.\(\texttt{\textbf{x}f6}\) + \(\texttt{\textbf{g}7}\) 22.\(\texttt{\textbf{e}4}\) White is still on top 21.\(\texttt{\textbf{x}c5}\) \(\texttt{\textbf{d}8}\) 22.\(\texttt{\textbf{x}f6}\) + \(\texttt{\textbf{g}7}\) 23.\(\texttt{\textbf{h}5}\) + \(\texttt{\textbf{g}8}\) 24.\(\texttt{\textbf{x}c7}\) Harvey: Or 24.\(\texttt{\textbf{f}4}\) 24...\(\texttt{\textbf{e}5}\) 25.\(\texttt{\textbf{f}6}\) + \(\texttt{\textbf{g}7}\) 26.\(\texttt{\textbf{c}6}\) h5 27.g4 hxg4 28.\(\texttt{\textbf{x}g4}\) \(\texttt{\textbf{g}5}\) 29.\(\texttt{\textbf{c}7}\) \(\texttt{\textbf{x}a2}\) 30.\(\texttt{\textbf{f}c1}\)


16...c5? Harvey: White was already doing well and this looks like a blunder which just makes the R30's position worse. 16...\(\texttt{\textbf{f}e8}\) was better, but White still wins a pawn with 17.\(\texttt{\textbf{x}c6}\) and after 17...\(\texttt{\textbf{x}c6}\) 18.\(\texttt{\textbf{x}c6}\) has a decent advantage 17.\(\texttt{\textbf{b}5}\) \(\texttt{\textbf{b}6}\) 18.\(\texttt{\textbf{x}f6}\) \(\texttt{\textbf{gx}f6}\) 19.\(\texttt{\textbf{c}3}\) \(\texttt{\textbf{d}2}\) 20.\(\texttt{\textbf{d}5}\) \(\texttt{\textbf{e}6}\)?! It was 30...\(\texttt{\textbf{d}2}\) ?? Harvey: Another blunder but Black is already lost. 30...\(\texttt{\textbf{f}5}\) 31.\(\texttt{\textbf{g}3}\) \(\texttt{\textbf{ad}2}\) would have given the R30 a better chance of saving the game 31.\(\texttt{\textbf{c}5}\)! \(\texttt{\textbf{h}4}\) 32.\(\texttt{\textbf{h}3}\)? Harvey: This is a bad move, indeed Hiarcs says the advantage drops from +6 to +2. 32.\(\texttt{\textbf{f}5}\)! \(\texttt{\textbf{x}f5}\) 33.\(\texttt{\textbf{x}f5}\) and the mate threats would force Black to jettison material. 32.\(\texttt{\textbf{f}4}\) was also good, if less spectacular 32...\(\texttt{\textbf{e}1}\)+ 33.\(\texttt{\textbf{h}2}\)?? Harvey: This second consecutive blunder seems to give Black equality! From +6 to 0 in two bad moves! 33.\(\texttt{\textbf{c}1}\) was necessary, and after 33...\(\texttt{\textbf{x}c1}\)+ 34.\(\texttt{\textbf{x}c1}\) \(\texttt{\textbf{g}5}\) 35.\(\texttt{\textbf{b}4}\) White should still win 33...\(\texttt{\textbf{a}a2}\)?? Oh dear! Harvey: Black misses the equalising move: 33...\(\texttt{\textbf{f}1}\)! 34.\(\texttt{\textbf{g}2}\) \(\texttt{\textbf{dd}1}\) 35.\(\texttt{\textbf{e}5}\) \(\texttt{\textbf{g}1}\)+ 36.\(\texttt{\textbf{h}2}\) \(\texttt{\textbf{h}1}\)+ 37.\(\texttt{\textbf{x}h1}\) \(\texttt{\textbf{x}h1}\)+ 38.\(\texttt{\textbf{x}h1}\) \(\texttt{\textbf{x}f2}\) 39.\(\texttt{\textbf{x}g6}\)= and the Tasc bails out with perpetual check 34.\(\texttt{\textbf{g}2}\)! \(\texttt{\textbf{d}8}\)? Harvey: 34...\(\texttt{\textbf{d}c2}\) would keep Black in play a little longer 35.\(\texttt{\textbf{f}4}\) \(\texttt{\textbf{dd}2}\) 36.\(\texttt{\textbf{f}5}\) \(\texttt{\textbf{xf}5}\) 37.\(\texttt{\textbf{xf}5}\) \(\texttt{\textbf{x}f2}\)+ 38.\(\texttt{\textbf{f}2}\)
White's material advantage pretty much ensures a straightforward win from here 38...xf6 39.gxf6+ xf6 40.f3 a3 41.e4+ g6 42.b4 b3 43.axa7 xb4 44.a6+ g7 45.h4 b1 46.h5 f1+ 47.g2 f5 48.h6+ h7 49.g3 h5 50.f4 b4 51.d6 a4 52.c6 b4 53.a6 h8 54.f3 b8 55.f6 Harvey: Here the R30 resigns. Hiarc says it is mate in 8: 55...f8 56.d7 e8 57.g4 f8 58.jf4 g8 59.fxg7+ f4+ 60.gxf4 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: Lenin-grad System

1.d4 f5 Harvey: An interesting try (my choice of course at move 1!) 2.e4 c6 3.g2 d6 4.f3 g6 5.0-0 g7 6.c4 0-0 7.e3 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 dxe6 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 Hiarc 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...f7?! 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 e5 15.e2 c3 Harvey: Black just looks worse here even though up in material 17.a8d8 18.b2 e6 19.e3

19...f7? Harvey: This is a mistake. 19...h6 was needed, but White is still better after 20.f3 20.d5! Harvey: Black is in trouble 20...f4 21.xd4 21.e3! c6 22.f6+ would win even more quickly as it virtually forces a losing material exchange on Black with 22...fxf6 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.e1 f6 28.xb7 Harvey: White grabs the pawn and is still winning, but 28.f4! was stronger 28...xf2+ 29.h1 a7 30.g2 h8 31.f1

31...e5?! 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! eae7 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+ c5 38.g8+ h6 39.h4+ h5 40.f4+ g5 41.xf3 g7 42.xg7 xg7 43.h4 a1+ 44.h2 g7 45.xg5 c5 46.xe5+ 1-0, and the Match is over, a comfortable victory for the Tasc R30. Well done!

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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 g6. I even found the unbelievable 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

\[
\begin{align*}
\text{d7} & \text{6.e3 e6 7.h5 a6 8.e2 g7 9.c4 h5} \\
\text{10.cxd5 exd5} & \text{Probably better was 10.h4} \\
\text{11.dxe6 xe6} & \text{12.e5 and now a series of} \\
\text{exchages 12...xe5} & \text{13.xe5 xe5 14.dxe5} \\
\text{xex1+} & \text{15.xd1 0-0-0. Though Black is a} \\
\text{pawn down its development is a touch better,} & \text{and White has doubled pawns, so I'd say} \\
\text{the game is more even. Black's difficulties really} & \text{stem from the kingside weakening 3...g5} \\
\text{11.h3 b4} & \text{12.h2 e7 13.xg5 c5 14.0-0} \\
\text{cxd4 15.exd4 wb6} & \text{cxd4} \\
\end{align*}
\]

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 \\
\text{xd4 18.c3 d6 19.f4 c8 20.xc1 c5} \\
\text{21.d1 g7 22.e1 h8? This doesn't} & \text{help his cause! Why not 22...0-0? 23.f3} \\
\text{leave} & \text{23.b4 d3 24.xc8+ xc8 25.xd3} \\
\text{f6} & \text{26.e3} \\
\end{align*}
\]

Thanks to Black's f8?! putting its a out of the game, White has very nearly equalised 26.d4 27.d5? Harvey: The 2nd mistake.
27...\(\text{g}4\) was best, and now probably
27...\(\text{h}f5\) 28.\(\text{h}f3=\) 27...\(\text{c}4!\) 28.\(\text{c}7 \text{e}7\)
29.a3?! Harvey: Now White looks lost. The
London needed to do something about the
passed d-pawn, so 29.\(\text{f}3 \text{xa2}\) (29...d3?!
30.f5!) 30.b5 29...d3! 30.\(\text{f}3 \text{h}6 31.\text{f}5 \text{c}6\)
32.\(\text{f}4 \text{c}3\) 33.\(\text{e}4 \text{b}5\) 34.\(\text{h}2 \text{a}2\) 35.\(\text{e}3\)

35...b1?! 36.f6 xf6 37.d2?? 37.\(\text{e}1\)
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.d3 42.\(\text{xd}3 \text{xd}2\) 43.e2 g5+-
42...d6 42...d2?! 43.xd3 xd3 44.e8+
\(\text{h}7\) 45.xh4 f6 46.d3 f3 a3 47.e5 a5
48.bxa5 xa5 49.e6 a4 50.e5 b4
51.d7 g7 52.c5 a5 53.b7 d5
54.d8 e5 55.e5 e5+ 0-1

Tasc R30 - Mephisto London 68030
Game 10. ECO B02. Alekhine's Defence,
Chase variation
1.e4 \(\text{f}6\) 2.e5 d5 3.e4 d4 4.e5 d5
Almost unknown, 3...\(\text{b}6\) is usual 4.d4 d5 Harvey:
This would have taken even Hiarc out of
book 5.a4+ c6 6.cxd5 \(\text{xd}5\) 7.e3
\(\text{g}4\) 8.c3 d7 9.e3 xf3 10.gxf3 e6
11.dg1?! 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 c7 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 g8a6

Harvey: Up to this point, after the opening,
White was better 20.a3? Harvey: 20.e1

Johan de Koning’s Tasc
R30 - still number 11
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

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 a4?! [Harvey: 42...g5! wins more quickly 43...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 x8 52...d1 x5 53...h1 a6 54...xb4 x6 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

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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 weekend and the Match being interrupted while Harvey took Hiares and his Desktop PC to Japan for the World Championships!
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

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!

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.inwo.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

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

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

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

Komodo
- http://komodocheess.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

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

Computer Chess Engine Wikipedia

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

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

Other Computer Chess Info
Novag Manuals

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

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

Hiarcs Opening Book

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, won't allow clones and only accept entries that can provably be shown to be each programmers own 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:

<table>
<thead>
<tr>
<th>Engine</th>
<th>Country</th>
<th>Programmer(is)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hiarcs</td>
<td>GB</td>
<td>Mark UNiacke</td>
</tr>
<tr>
<td>Jonny</td>
<td>Germany</td>
<td>Johannes Zwanzger</td>
</tr>
<tr>
<td>Junior</td>
<td>Israel</td>
<td>Amir Ban + ShayBushinsky</td>
</tr>
<tr>
<td>Merlin</td>
<td>Hungary</td>
<td>Jako Balaznings</td>
</tr>
<tr>
<td>Pandix</td>
<td>Hungary</td>
<td>Gyula Horvath</td>
</tr>
<tr>
<td>Shredder</td>
<td>Germany</td>
<td>Stefan Meyer-Kahlen</td>
</tr>
</tbody>
</table>

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 hardware. 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.♗d1 ♘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...♗xe5! Hurray for Junior, a bishop sacrifice!
26.bxc5 ♘xc5+ 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.♗e4 ♘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 gx5 49.g6 ♗g3+
50.♗h1 ♘xg6 51.♗d3 ♘g4
52.♗g2 ♘h4+ 53.♗b1 ♘b4
54.♗c2 ♗d4 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 c5 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.dxe5 ♗c4
14.c6 ♘xh2

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 ♘xe4
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.bxc8 ♘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.♗h2 d5
46.cxb8 ♘ ♘xb8 47.♗xd5
♗e8 48.♗c7 ♘e2 49.♗e6
♗e7 50.♗d4 ♘e2 51.♗h5
♗e8 52.♗xb3 ♘f8 53.♗h3
♗e8 54.♗g4 ♘d7 55.♗h3
♗a3 56.f5 ♘f7 57.♗e3 ♘e7
58.♗g6 ♘e4 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  

4½ 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.b4 d6 3.d4 cxd4  
4.cxd4 b5 5.dxe5 a6 6.e3  
e6 7.f3 d6 8.d2 d5  
9.0-0 0-0 10.a4 dxe4  
11.dxe4 b5 12.g5 d7  
13.h4 b4 14.e2 e5  
15.h5 e5 16.f4 c4  
17.b3 e5 18.f5 a3+  
19.exa3 exd4 20.a4  

20...e8?! Qd7 or Qb7 are usual. The Hiarcs response to Black missing the correct Book move is incisive!  
21.Qf4! Qe5 22.Qd5 Qb7  
23.exd4 d8 24.Qc4! Qxd4  
25.exd4 Qh5 26.Qh3! Qb8  
27.Qb3 a5 28.a3! Qc6  
29.Qc3!

38.d6! Qb8 39.d7 Qd8  
40.Qd6! leaves Black helpless 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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Junior</td>
<td>7½</td>
</tr>
<tr>
<td>2</td>
<td>Jonny</td>
<td>7</td>
</tr>
<tr>
<td>3</td>
<td>Hiarcs</td>
<td>5½</td>
</tr>
<tr>
<td>4</td>
<td>Pandix</td>
<td>4½</td>
</tr>
<tr>
<td>5</td>
<td>Shredder</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>Merlin</td>
<td>0</td>
</tr>
</tbody>
</table>

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...c4?? The wrong diagonal, as we quickly see. The correct 57...b4 58.e3 (58.c5 d2 59.e4 c3) 58...c3 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...c3 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.e7fxg5 Resigns as
64.fxg5 c6 65.jf7 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.d3 f3 d6
4.e3 e6 5.gxc4 c5 6.0-0 a6
7.b3 b5 8.a4 b4 9.e4 a5
10.bd2 e7 11.e5 fd7
12.c4 0-0 13.c2 edx4
14.xd4 d5 15.xg4 f5
16.exf6 xf6 17.xh4 bd7
18.b3 xe8 19.e1 c5

37.d7+ g7 38.xc8 d2

After correct exchanges because of its material advantage Hiarcs still needs to watch out for its &c. For now a series of checks puts Junior under pressure
39.xc7+ h6 40.f4+ Not 40.xc5?? 1b1+ 41.h2 e4+ winning White’s queen
40.g5 41.d6+ g7
42.e7+ g6 43.e8+ h6
44.g4! fxg4 45.e6+ h5
46.xc5 Safe now because g2 is available for the king
46...f3+ 47.f2 xh2
48.e5 f3+ 49.g1

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 xxe8 22.e3 Now Junior goes onto the attack, as invited... 22...e4! 23.h3 xxc4 24.bxc4 xxe3 25.xe3 g4 26.d4 g6 27.xf3 xe4
28.d1 xe8 28...xe3?! doesn’t win a pawn because of 29.d2! xb3 30.ac6!+-
29.xb3 c5 30.xb4 xe3
31.xb6 fx4 32.ac6 xe8
33.db4 xb3 34.xf1 xe8
35.ca5 d2 36.d5 xf1

The White king still looks to be at risk, but Hiarcs with great defence has everything under control 49...h3
50.xh8 f3+ 51.g2 xh2+
52.c3 h4 53.d6 f2
54.xh7+ g3 55.c5+ 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!
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.â3 f3 â6 c6 3.âb5 a6
4.âa4 âf6 5.0-0 âe7 6.âe1
b5 7.âb3 d6 8.c3 0-0 9.d4
âg4 10.âe3 exd4 11.cxd4
âa5 12.âc2 c5 13.dxc5 âc4
14.c6

This pair had reached this position in their round 4 WCCC game, and Pandix had tried 14...âxb2. The game continued 15.âc1. Note that d3 is not available for the â in this variation, so...

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

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<td>Merlin</td>
<td>0</td>
</tr>
</tbody>
</table>

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!

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.
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 Schimmelpennik 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 kikaze against it. But once I'd settled down and started using sensible openings (no more b3 or c4!) 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 Countrywide 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 claiming 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 publication 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 SciSyx Mark Vi, to demonstrate 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 Selective Search issue 1 was basically a summary of my views, an attempt to share what I believed were more accurate ratings for the main dedicated 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 Amsterdam 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 Turbostar 432
- 3½  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!

- 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 beginner's idea. Amongst quite a few other moves Qf6, e6 and e5 are the most popular 4.a4! Qa6?

5.axb5 Qxb5 6.Qd2N Ha... look what I found in my Database: 6.Qc3 (best!) 6...c6
7.b3 e6 8.bxc4 a6 9.Qf3 Qf6 10.Qd3 a5 11.0-0 0-0 12.e4 Qb4 13.Qc2 Qh5 14.e5 f5
15.exf6 Qxf6 16.Qe1 Qc8 17.b2 a5
18.Ed1 a7 19.Qe5 a4 20.Qe3 a3 21.Qa1
Kasparov,G (2715) – Comp Elite A/S Hamburg 1985 1-0 (37) 6...Qd5
7...\texttt{c}x\texttt{c}4?! 7...\texttt{e}2 \texttt{b}b7 8.\texttt{c}3+-- was definitely better 7...\texttt{c}x\texttt{c}4?! The knight was pinned and couldn't move so it was much better to play 7...\texttt{c}6 first 8.\texttt{d}d2 (8.\texttt{d}d2? \texttt{\texttt{xf}f1} 9.\texttt{xf}f1 \texttt{c}5=) 8...\texttt{f}f6 9.\texttt{b}3 \pm 8.\texttt{c}c4+ \texttt{c}c6?? Just makes things worse. Also not 8...\texttt{d}d7? 9.\texttt{x}c4 \texttt{d}d6 10.\texttt{f}f3+-. But 8...\texttt{c}c6 9.\texttt{x}c4 \texttt{e}6 wasn't so bad 9.\texttt{c}c4!? 9.\texttt{c}c4! \texttt{a}5+ 10.\texttt{x}a5 \texttt{a}x\texttt{a}5 11.\texttt{x}a5+- 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...\texttt{e}6 10.\texttt{f}f3?! Here 10.\texttt{x}d5! \texttt{exd}5 11.\texttt{b}5 \texttt{d}d7 12.\texttt{f}f3 would leave White in charge 10...\texttt{b}b8 11.\texttt{c}c2 \texttt{b}4+ 12.\texttt{d}d2 \texttt{xd}d2+ 13.\texttt{x}d2 \texttt{g}e7 14.\texttt{f}f3 14.\texttt{e}2!?

was good for White: 14...\texttt{e}5 (not 14...\texttt{x}g2?? 15.\texttt{f}f3! \texttt{g}5 16.\texttt{x}c6+- winning a piece, and after 16...\texttt{d}d8 17.\texttt{f}f3 \texttt{f}f5 18.\texttt{e}e4 Black is in serious trouble) 15.dxe5 \texttt{xe}5 16.\texttt{c}c4 \pm was good for White

14...\texttt{b}b3 15.\texttt{b}b1 \texttt{b}b1 16.0-0-0?? Protects the pawn but places the king at potential risk. It was better to protect the pawn with 16.\texttt{a}a2 16...0-0 I reckon Black has actually just about equalised! 17.\texttt{c}c4 \texttt{b}4 18.\texttt{d}d3?! 18.b3 was simpler, both this pawn and \texttt{c}c4 are protected 18...\texttt{f}f8!

19.\texttt{f}f2 \texttt{a}a5! 20.\texttt{c}c2 \texttt{d}d5 21.\texttt{d}d2 \texttt{a}a4

22.\texttt{c}c5 \texttt{a}1+ 23.\texttt{b}b1 \texttt{c}6 24.\texttt{g}4? Looking after king safety was more important here, so 24.\texttt{c}c2 was best and, after 24...\texttt{h}7 25.\texttt{c}c4 = 24...\texttt{b}b4! After a very dodgy start Black is building up considerable pressure against White's king. The defensive options are 25.\texttt{c}c3 or \texttt{d}d1, but not... 25.\texttt{h}5?? \texttt{g}6

26.\texttt{h}6? 26.\texttt{e}5 would leave the rook with some scope, though 26...\texttt{f}f6 27.\texttt{a}a5 \texttt{a}a5 28.\texttt{c}c4+- leaves White worse but with some hope of getting a draw perhaps 26...\texttt{d}d3+!

27.\texttt{c}c2 \texttt{xb}b2 28.\texttt{c}c1 \texttt{c}3 29.\texttt{f}f1 \texttt{bc}4

30.\texttt{c}c4 \texttt{c}c4 31.\texttt{c}c1 \texttt{a}a1 32.\texttt{d}d3

32...\texttt{a}a3! Much better than taking the bishop! 33.\texttt{c}c3 \texttt{xb}1 and White resigns, an astonishing turnaround. Remember
9. \( \text{\textit{xc4}} \) 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. \( \text{\textit{d}} \)3 c5 3. d4 cxd4 4. \( \text{\textit{xd4}} \) \( \text{\textit{f6}} \)
5. \( \text{\textit{c3}} \) \( \text{\textit{b4}} \) 6. \( \text{\textit{db5}} \) 0–0 7. \( \text{\textit{f4}} \) \( \text{\textit{c6}} \) 8. \( \text{\textit{c7}} \)
\( \text{\textit{e7}} \) 9. \( \text{\textit{d6}} \) \( \text{\textit{xd6}} \) 10. \( \text{\textit{xd6}} \) a6\textsc{N} 10... \( \text{\textit{d8}} \) and \( \text{\textit{e8}} \) are theory moves here and would keep the game close to equal, but now White gains an early advantage 11. \( \text{\textit{xe7}} \) \( \text{\textit{xe7}} \) 12. \( \text{\textit{xd6}} \) \( \text{\textit{d4?!}} \) 12... \( \text{\textit{f5}} \) 13. \( \text{\textit{xf5 exf5}} \)
14.e6 d6 would have left its opponent with only a small advantage due to better pawn structure 13.h3 \( \text{\textit{e5}} \) 14.0–0–0 f5

15.f4! \( \text{\textit{g5g6}} \) 16.\( \text{\textit{xc8?!}} \) This is wrong, it exchanges a very strongly placed knight for a ‘dead’ bishop. Better was 16.e3 b6 and now 17.\( \text{\textit{xc8}} \) \( \text{\textit{xc8}} \) 18.\( \text{\textit{xd7+}} \) 16...\( \text{\textit{fxc8}} \)
17.\( \text{\textit{xd7}} \) \( \text{\textit{xc4}} \) Note that this was not possible in our earlier line where 16.e3 was played and the c4/pawn protected 18.e3 \( \text{\textit{b4?!}} \) I’d prefer 18... \( \text{\textit{c5}} \) maintaining the pin on the knight 19.\( \text{\textit{d6}} \) \( \text{\textit{c8}} \) 20.a3

20...\( \text{\textit{e4?!}} \) 20...\( \text{\textit{a4}} \) was better, it can’t be taken as the \( \text{\textit{c3}} \) is pinned, so 21.\( \text{\textit{b1}} \)!
\( \text{\textit{a5}} \) 22.\( \text{\textit{xe6 d5}} \) 23.\( \text{\textit{xd5 exd5}} \) \( \text{\textit{d5}} \). Here

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.\( \text{\textit{d2}} \) \( \text{\textit{xc3}} \) 22.\( \text{\textit{bxc3 e5}} \) 23.\( \text{\textit{fxe5?!}} \)
23. \( \text{\textit{d3}} \) and White should win easily after 23...\( \text{\textit{a4}} \) 24.\( \text{\textit{b1 exf4}} \) 25.\( \text{\textit{xb7+}} \) 23...\( \text{\textit{xe5}} \)
24.\( \text{\textit{b6 d5}} \) 25.\( \text{\textit{xb7 e3}} \) 26.\( \text{\textit{b8+ f7}} \)

27.\( \text{\textit{xa6}} \) Finally releasing the \( \text{\textit{h1}} \) into the game 27...\( \text{\textit{xc2}} \) 28.\( \text{\textit{f1 f4?!}} \) Missing the fairly devastating pin this gives the Regency, but probably Black was lost anyway. Maybe there was some slight hope with 28...\( \text{\textit{e3}} \)
Mephisto B+P - Fidelity Excellence Voice
B00: Queen's Fianchetto Defence, Nimzowitsch Defence

1.e4 c6 2.d3 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.d4! c5 5.d4 e4 6.d5 db8
7.d3 c5 8.0-0 xd3 9.cxd3 d6 10.exd6

An astonishingly poor position for Black to be in already, but...
12.g5 d7 13.d4 h6
14.h4 wb4? Best was 14...0-0-0 but after 15.g3 wb6 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 wb6 16.e5 was also very strong:
15...g5 16.g3 g7 17.exd7 xd7
18.wf3++ 15.g5 16.g3 0-0-0! 17.e5!

18.a3?!! 18.b3 e6 and now 19.a3 we7 (not 19...xb3?? 20.fb1! and the queen is gone) 20.b4± was best

18...wb3

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

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

would have kept White a little ahead after 19.g7 20.ffe1± 19.g7?? Oh no!
Black would have excellent winning chances with 19...h5! Now 20.xg5 (20.e5 xg8
21.e3 f6+-; 20.e5 f6 21.d3 h4!–+)
20.hxg4 21.xg4+ d7 22.wf3 g7 with plenty of pressure and a bishop for 2 pawns
20.xe1 So, after the various blunders, it's again... but for how long?! 20...xb5?!
20.xg8 21.e3 d7 would have just about maintained equality, and in quite an interesting position. White's pawn structure is a bit of a mess, but Black's pieces lack scope!
21.ffe1! xhe8 22.e3?! 22.xb5! xb5
23.xc2± looked better, but White still has a slight edge after the move played 22...d7
23.e2 h5 24.c3! wb6 25.d6
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.cxd4 cxd4 26.c4! White must surely win after this, the queen can't escape! 26...c6 27.cxd6+! cxd6 28.xc6+ xc6 29.d5 b5 30.xg5 xb2 31.f5+ b8 32.b6 xe2 33.xe2 xe2 34.xb2 c4 35.f6 e8 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 d6 3.f3 d5 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...xf5 and if 9.h4 d7 and Black has the better development 9.e2 f5 10.d3 xd2

11.cxd2 xd3 12.xd3 f5

Typical Super Enterprise! 13.d5+ h7 14.g3 b8 15.e1 f6 16.b3 e7
17.a5 c8 18.b4 e4 19.d4 e5 20.xe5 Refusing the exchange with 20.xe3 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 xxa5 24.bxa5 ends up equal and therefore better 21...b6 22.g5?! Here 22...g4 look better, and if 22...g6 23.d8+ xxd8 24.xd8 e7 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.xd2 xc3 25.c1 would turn out better despite the loss of a pawn 24...xd8! 25.c2 h6 26.b3 xd7! Very good from the CXG machine 27.g3 If 27.f4?! or 27.f3 (same difference) 27...xf3 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...xd2 28.c1
\[ \texttt{Exe2 29.Exe2 \texttt{Ed1+ 30.\texttt{Bg2 Ed3!} } } \\

31.c4 c6 32.\texttt{Bg1 a5! Excellent from Black once again 33.bxa5 If 33.b5 \texttt{Ec3!} } \\
33...\texttt{Exe5 34.\texttt{De2 Ea3 35.h3 Exa5 A slightly early resignation, but after 36.\texttt{Dc1} } } \\
\texttt{Ea3 37.Db3 Dd3 38.Df1 Df7 39.Dd2 De6 the end, through slow, is inevitable 0-1} \\

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<th>TPR</th>
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- GB - the Rating according to Gebruikers  
- TPR - the Tournament Rating achieved
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...Ec5 attacking Black's queen...

\[
\text{\textbf{24.} \text{Exg3} \text{ which is really White's only choice } 24...\text{Ee2+} 25.\text{Nh1 Exg3+} 26.\text{Eg1 Ee2+} 27.\text{Nh1 Ec3 28.Exc3 Ee3+} 29.g4 Ed8 etc 0-1}
\]

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...\text{g3}!! PC engines confirm that this is 'the move' 2.hxg3 Now Caro had to also have found the quiet continuation 2...\text{h8}! 3.\text{c6 Exg3} 4.Exa6+ \text{xa6} with 5...\text{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

\[
\text{\textbf{1.} \text{Exg6}!! Black almost fell from his chair. I'm not surprised. He played 1...hxg6 and the game finished 2.EXe7+ \text{Exe7} 3.Ed8+ \text{h7} 4.\text{h4#} 1-0. In fairness this Qg3/g6 win is not quite as good as Black had a more stubborn defence: 1...\text{e5} 2.\text{h5 Exg5} 3.\text{h2} \text{e3+}. There is an advantage for White, but it would be tiresome to convert it.}
\]

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 don’t always both test exactly the SAME engines! I extract from the lists their ratings for engines when they’re running on a Single Processors.

## CEGT 40/20 32/64-bit 1cpu [sp] Rating List

- [http://www.husvankempen.de/nunn](http://www.husvankempen.de/nunn)

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

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## CCRL 40/40 4cpu [mp] Rating List

- [http://www.computerchess.org.uk/ccrl](http://www.computerchess.org.uk/ccrl)

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

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