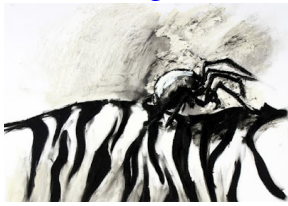


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Ananse and the Tiger ^[2]

Ananse,
a chess program by [Walter Bannerman](#), which played various [World Microcomputer Chess Championships](#), [International Paderborn Computer Chess Championships](#) and four consecutive [Aegon Tournaments](#) from [1993](#) to [1996](#).

While Ananse did quite well against humans, in computer tournaments it often suffered from [bugs](#), also due to premature, not well enough tested program changes between rounds, once even running Ananse under a debugger with breakpoints enabled ([WMCCC 1995](#)). Competing programmers, who seemed obligated to win with their programs, often got nervous when Ananse played a good book line and [opening](#), for instance during the [WMCCC 1996](#) in [Jakarta](#), [Frans Morsch](#) in the game of Ananse versus [Fritz](#).

Ananse 5 is the current version for sale ^[1] with its own [graphical user interface](#).

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Description

given in 1997 from the [ICGA](#) site ^[3]:

200K code, 62K data. Basic alpha-beta search with several special routines providing a 'human touch'. Plays very much like a human player, even in the middle game. Search depth : 6 to 15 ply. No hash tables.

Best tournament results : 2 and a half points at [Aegon 1993](#) and 2 points at [Aegon 1994](#), plus several misses in [Jakarta '96](#) (due to bugs) and a good game against Fritz 4. The current version is the best ever. Many improvements with the help of participants in Geneva the last 2 human tournaments in Geneva, where Ananse was the only participating program.

The Fritz Game

```
[Event "14th World Microcomputer Chess Championship"]
[Site "Jakarta, Indonesia"]
[Date "1996.10.??"]
[Round "4"]
[White "Ananse"]
[Black "Fritz"]
[Result "0-1"]
```

```
1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. Nf3 Nd7 7. h4
h6 8. h5 Bh7
9. Bd3 Bxd3 10. Qxd3 Qc7 11. Bd2 e6 12. O-O-O Ngf6 13. Ne4 O-O-
O 14. g3 Be7 15. Nxf6 Nxf6
16. Bf4 Qa5 17. Qc4 Qd5 18. Qxd5 Nxd5 19. Bd2 Nf6 20. Be3 Ng4 21. Ne5
Nxe3 22. fxe3 Rhf8
23. Rhf1 Bf6 24. Ng4 Bg5 25. Rd3 f6 26. Rf3 f5 27. Ne5 Kc7 28. g4 fxg4
29. Rxf8 Rxf8
30. Nxg4 Rf3 31. Kd2 Rh3 32. Ne5 Rxh5 33. Nf3 Bf6 34. e4 g5 35. e5 Be7
36. c3 g4
```

37. c4 gxf3 38. Rxf3 c5 39. Kd3 cxd4 40. Rf7 Kd7 41. Kxd4 Rh2 42. Kc3
h5 43. Rh7 h4
44. Rh8 Re2 45. Rb8 Bd8 46. Rxb7+ Bc7 47. Kd3 h3 48. Kxe2 h2 49. Rxa7
0-1

See also

- [Arthropod](#)

Forum Posts

- [Info on Ananse](#) by [Willie Wood](#), [CCC](#), November 06, 1997

External Links

- [Ananse's ICGA Tournaments](#)
- [SANGOLD COMPUTER SYSTEMS](#) by [Walter Bannerman](#)
- [Anansi from Wikipedia](#)
- [Jamaica Anansi Stories](#) by [Martha Warren Beckwith](#)
- [Ananse und das Wissen](#), [Afrika Service Agentur](#) (German)
- [Ananse - Support of people with special needs e.V.](#)

References

1. [^ SANGOLD COMPUTER SYSTEMS - Chess program for sale](#)
2. [^ O Bloggus: Anansi e a história das histórias](#)
3. [^ Ananse's ICGA Tournaments](#)

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