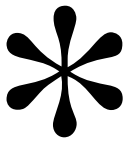


[Home](#) * [Engines](#) * **Asterisk**



Asterisk,

an [UCI](#) and [WinBoard](#) ^[1] compliant chess program written by [Péter Horváth](#) in [C](#). Its development started in early 2002 ^[2], already released in March 2002 ^[3].

Asterisk is presumably the [Windows](#) successor of Péter's earlier [MS-DOS](#) program [Robin](#). Since [2002](#), Asterisk played all six [Hungarian Chessprogram Open](#), and was tied first at [MASPV 2007](#), and runner-up at the [MASPV 2008](#).

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Table of Contents

[Etymology](#)

[Photos & Games](#)

[See also](#)

[Forum Posts](#)

[External Links](#)

[Chess Engine](#)

[Misc](#)

[References](#)

[What links here?](#)

Etymology

Asterisk, from [Late Latin](#) [asteriscus](#), from [Ancient Greek](#) ἀστερίσκος (asteriskos, “a little star, asterisk, used in manuscripts to mark passages”), [diminutive](#) of [ἀστήρ](#) (aster, “a star”) ^[4]. In computer science, the [asterisk](#) is commonly used as a [wildcard character](#), or to denote [pointers](#), [repetition](#), or [multiplication](#) ^[5].

Inside the [Portable Game Notation](#) Standard, an asterisk character ("*") is a [token](#) by itself. It is used as one of the possible [game termination](#) markers. It indicates an incomplete [game](#) or a game with an unknown or otherwise unavailable result [\[6\]](#).

Photos & Games



[MASPV 2003](#), round 3, [Asterisk](#) - [Merlin](#) ^[7], [Péter Horváth](#) and [Balázs Jákó](#) ^[8]

```
[Event "MASPV 2003"]
[Site "Sopron, Hungary"]
[Date "2003.04.19"]
[Round "3"]
[White "Asterisk"]
[Black "Merlin V1.0"]
[Result "1-0"]
```

```
1.Nf3 Nf6 2.Nc3 d6 3.d4 d5 4.Bf4 Bf5 5.e3 c6 6.Bd3 e6 7.Bxf5 exf5
8.Qd3 Ne4 9.O-O Be7 10.a4 O-O 11.Ne2 Na6 12.Qb3 Qc8 13.Rfd1 Re8
14.c4 Nb4 15.Rac1 Qe6 16.c5 a5 17.Bc7 Bd8 18.Bxd8 Raxd8 19.Nf4 Qh6
20.Qa3 Re7 21.Qb3 Rde8 22.Nh3 Kh8 23.Ne5 Ng5 24.Nf4 Ne4 25.Nfd3 f6
26.Nf3 Nxd3 27.Rxd3 f4 28.Rf1 Qg6 29.exf4 Qf5 30.g3 Qh3 31.Re3 Qg4
32.Rfe1 Qh3 33.Qb6 Ra8 34.Nh4 g5 35.fxg5 fxg5 36.Nf3 Kg8 37.R1e2 Nd2
38.Nxd2 Rxe3 39.Rxe3 Qd7 40.Rb3 Rf8 41.Qxa5 Qe7 42.Rf3 Qe1+ 43.Kg2
Rxf3 44.Kxf3 Kf7 45.Qc7+ Kg6 46.Qxb7 Qxd2 47.Qxc6+ Kg7 48.Qxd5 Qxb2
49.Qxg5+ Kf7 50.Qf5+ Ke8 51.Qe4+ Kd8 52.Qd5+ Ke7 53.Qe5+ Kf7 54.Qf5+
Ke8 55.Qe6+ Kf8 56.Qf6+ Kg8 57.Qe6+ Kf8 58.Qf6+ Kg8 59.Qd8+ Kf7
60.Qd7+ Kf8 61.Qd6+ Kf7 62.Qd7+ Kf6 63.Qd8+ Kf7 64.Qc7+ Kg8 65.Qd7
h6 66.Qe8+ Kg7 67.Qe7+ Kh8 68.Qf8+ Kh7 69.Qf7+ Kh8 70.Qe8+ Kg7
71.Qd7+ Kf6 72.Qd8+ Kf7 73.Qc7+ Kf8 74.Qd7 Qc3+ 1-0
```

See also

- [Astronomy](#)
- [B*](#)
- [Comics](#)
- [Hussar](#)
- [NegaC*](#)
- [Robin](#)
- [SSS* and Dual*](#)

Forum Posts

- [new hungarian wb engine : Asterisk](#) by WYx, [Winboard Forum](#), March 05, 2002
- [Re: WB/UCI chronology pages updated and reworked](#) by Péter Horváth, [Winboard Forum](#), August 12, 2007

External Links

Chess Engine

- [Asterisk](#) old homepage from [Wayback Machine](#)
- [Asterisk](#) from [WBEC Ridderkerk](#)
- [Asterisk 0.6](#) in [KCEC](#)
- [Index of /chess/engines/Norbert's collection/Asterisk 0.6](#) compiled by [Norbert Raimund Leisner](#), hosted by [Kirill Kryukov](#)

Misc

- [asterisk - Wiktionary](#)
- [aster - Wiktionary](#)
- [Asterisk from Wikipedia](#)
- [Asterisk \(disambiguation\) from Wikipedia](#)
- [Asterism from Wikipedia](#)
- [* \(disambiguation\) from Wikipedia](#)
- [Arabic star from Wikipedia](#)
- [Star from Wikipedia](#)
- [Star \(game theory\) from Wikipedia](#)
- [A* search algorithm from Wikipedia](#)
- [Asteroid from Wikipedia](#)
- [Asteriscus from Wikipedia](#)
- [Aster \(disambiguation\) from Wikipedia](#)
- [Isk \(disambiguation\) from Wikipedia](#)
- [Astereae from Wikipedia](#)
- [Aster \(genus\) from Wikipedia](#)
- [Asterix \(disambiguation\) from Wikipedia](#)
- [Asterix \(character\) from Wikipedia](#)

- [Asterix \(comic\) from Wikipedia](#)

References

1. [^ MASPV 2007](#)
2. [^ MASPV 2002](#)
3. [^ new hungarian wb engine : Asterisk](#) by WYx, [Winboard Forum](#), March 05, 2002
4. [^ asterisk - Wiktionary](#)
5. [^ Asterisk from Wikipedia](#)
6. [^ Standard: Portable Game Notation Specification and Implementation Guide](#) by [Steven Edwards](#)
7. [^ MASPV 2003 - PGN](#), PGN has 0-1, [MASPV 2003 results](#) 1-0?
8. [^ MASPV 2003 photos](#)

What links here?

Page	Date Edited
Asterisk	Mar 24, 2016
Eigenmann Endgame Test	Jun 1, 2017
Engines	Mar 10, 2018
Hussar	Mar 27, 2016
MASPV 2002	Jan 9, 2013
MASPV 2003	Jan 9, 2013
MASPV 2004	Jan 9, 2013
MASPV 2007	May 5, 2013
MASPV 2008	May 5, 2013
MASPV 2009	May 6, 2013
Péter Horváth	Mar 24, 2016
Robin	Dec 15, 2017

[Up one Level](#)