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Stone-throwing machine <sup>[9]</sup>

### **Dabbaba,**

a chess playing program written from May 1995 to Nov. 1998 by [Jens Bæk Nielsen](#) in [Turbo C](#) to run on [PC's](#) under [DOS](#) in graphics mode <sup>[1]</sup>, also able to play [chess variants](#) like [Knightmate Chess](#) <sup>[2]</sup>, [Shatranj](#) and many others <sup>[3]</sup>. During its [iterative search](#) <sup>[4]</sup> <sup>[5]</sup>, maintaining a [ply stack](#) of irreversible aspects of the [position](#), that is [castling rights](#), [en passant target](#), [halfmove clock](#), and hash-keys, it updates its [mailbox board](#) and [piece-lists incrementally](#) during [make](#) and [unmake move](#). A feature of Dabbaba is that it starts its search by using up to 20% of the allotted time for a move using a [mate search](#) at [depth](#) zero, following long sequences of [checks](#) to see if it results in a [mate](#), [material](#) gain or perhaps a saving [draw](#). To avoid a [search explosion](#), Dabbaba considers ply-distance to the [root](#) and number of replies so that shallow lines are searched deeper than wide lines <sup>[6]</sup>. In May 2008, [Jim Ablett](#) released a [WinBoard](#) version of Dabbaba <sup>[7]</sup>, and in August 2012 the original author <sup>[8]</sup>.

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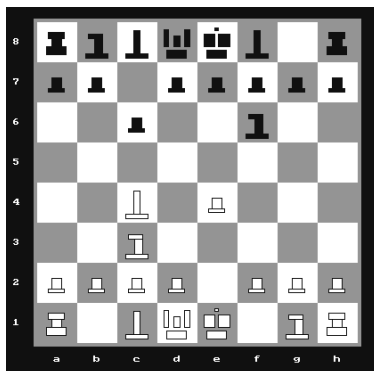
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## Etymology

The [Dabbaba](#) (or dabaaba, dabbabah) is a [Fairy chess piece](#) that jumps two squares orthogonally, leaping over intermediate pieces like a [knight](#), also called [\(2,0\)-leaper](#). The [Arabic](#) word [dabbāba](#) formerly meant a type of [medieval siege engine](#), and nowadays an [army tank](#).

## Screenshot



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## Forum Posts

- [Dabbaba needs an openingbook](#) by [Jens Bæk Nielsen](#), [CCC](#), May 27, 1998 » [Opening Book](#)
- [Dabbaba 0.98 with Winboard support available](#) by [Jim Ablett](#), [CCC](#), May 08, 2008
- [Re: agChess -- an aggressive chess variant](#) by [H.G.Muller](#), [CCC](#), July 26, 2008
- [Dabbaba 6.50 has been released](#) by [Graham Banks](#), [CCC](#), August 15, 2012
- [Dabbaba And The Cupcake](#) by [Graham Banks](#), [CCC](#), August 16, 2012
- [True iterative search...](#) by [Jens Bæk Nielsen](#), [CCC](#), November 27, 2012 » [Iterative Search](#)
- [Having fun with the evaluation function](#) by [Jens Bæk Nielsen](#), [CCC](#), December 31, 2012 » [Evaluation](#)

- [Human killer engine - a cafè-monster](#) by [Jens Bæk Nielsen](#), [CCC](#), February 09, 2013

## External Links

### Chess Engine

- [Chess / Skak](#) by [Jens Bæk Nielsen](#)
- [Dabbaba](#) by [Jens Bæk Nielsen](#)  
[DABBABA.C](#)
- [The Chess Variant Pages - Dabbaba](#)
- [Summer98-Tournament: Description](#) by [Torsten Schoop](#)

### Dabbaba

- [Dabbaba \(chess\)](#) from [Wikipedia](#)
- [Fairy chess piece](#) from [Wikipedia](#)
- [Dabbāba \(disambiguation\)](#) from [Wikipedia](#)

## References

1. [^](#) [Turbo C Graphics - initgraph function](#)
2. [^](#) [Re: agChess -- an aggressive chess variant](#) by [H.G.Muller](#), [CCC](#), July 26, 2008
3. [^](#) [The Chess Variant Pages - Dabbaba](#)
4. [^](#) [comp.lang.c FAQ list · Question 17.10](#)
5. [^](#) [Spaghetti code](#) from [Wikipedia](#)
6. [^](#) [Dabbaba](#) by [Jens Bæk Nielsen](#)
7. [^](#) [Dabbaba 0.98 with Winboard support available](#) by [Jim Ablett](#), [CCC](#), May 08, 2008
8. [^](#) [Dabbaba 6.50 has been released](#) by [Graham Banks](#), [CCC](#), August 15, 2012
9. [^](#) [A stone-throwing machine](#) set to defend a gate, in the fresco of Guidoriccio da Fogliano by [Simone Martini](#) (14th century), [Siege engine](#) from [Wikipedia](#)
10. [^](#) [Chess / Skak](#) by [Jens Bæk Nielsen](#)

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