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[Graouilly dragon](#) in [Metz](#), [France](#) ^[2]

Dragon,

a [Chess Engine Communication Protocol](#) compliant chess program by [Bruno Lucas](#), which played the [WMCCC 1997](#) in [Paris](#) and most [French Computer Chess Championship](#) and [French Programmers Tournaments](#).

Dragon is [Arena](#) partner engine ^[1].

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Description

by [Bruno Lucas](#) in 1997 ^[3]

Dragon is a [brute force](#) program. Dragon divides the tree [search](#) in two phases: full search and [quiescence search](#) ([captures](#), [promotions](#) and [check](#) for the first level of quiescence). The algorithm is the [PVS](#) with [iterative deepening](#). It uses most of the known standard heuristics : [killer moves](#), [history moves](#), [transposition table](#), [null move](#) and [selective deepening](#). Dragon can recognize [draw by repetition](#) and apply [50-move rule](#). It can [think](#) on the opponent's time. Dragon

uses a small [opening book](#) but with a variety of lines. The [evaluation function](#) examines the [pawn structure](#) (it uses the [bitboard](#) for the pawns), the position of the pieces ([King's security](#), [central control](#), [King tropism](#), [outposts](#), ...). Dragon can read, save the [game](#) in [PGN](#) format and the [position](#) in [FEN](#) format. It can be interfaced with [xboard](#)/[winboard](#).

My future goals it's to become [selective](#) and to be able to build [plan](#).

Namesake

- [Dragon](#) by [Yuri Shpeer](#) ^[4]
- [Dragon](#) analysis engine of [Convekta's Chess Assistant](#)

See also

- [Dragon](#)

Forum Posts

- [Re: Dragon x3, Nightmare x2, Jester x2 ...](#) by [Frank Quisinsky](#), [CCC](#), October 07, 2002

External Links

Chess Engine

- [Dragon's \(Chess, fr\) ICGA Tournaments](#)
- [Arena Chess GUI 3.0 - Dragon](#)
- [WinBoard chess engine information](#) from [WBEC Ridderkerk](#) by [Leo Dijksman](#)

Dragon

- [Dragon from Wikipedia](#)
- [Sicilian Defence, Dragon Variation from Wikipedia](#)
- [Sicilian Defence, Accelerated Dragon from Wikipedia](#)
- [Dragonchess from Wikipedia](#)

References

1. [^](#) [Arena Chess GUI 3.0 - Dragon](#)
2. [^](#) [Dragon from Wikipedia](#)

3. [^ Dragon's \(Chess, fr\) ICGA Tournaments](#)

4. [^ Re: Dragon x3, Nightmare x2, Jester x2 ...](#) by [Frank Quisinsky](#), [CCC](#), October 07, 2002

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