

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

Drunken Silenus ^[1]

DrunkenMaster, a [Chess Engine Communication Protocol](#) aka [WinBoard](#), and since version 1.0 [UCI](#) compliant chess engine by [Marcus Prewarski](#), first released in January 2003, the last recent version 1.2 released in September 2004. DrunkenMaster then became dry and evolved to the [open source UCI](#) engine [Diablo](#).

Table of Contents

[Features](#)

[See also](#)

[Forum Posts](#)

[External Links](#)

[Chess Engine](#)

[Misc](#)

[References](#)

[What links here?](#)

Features

^[2]

- [0x88 Board Representation](#)
- [Iterative Deepening](#)
- [Aspiration Windows](#) (0.2)
- [Negamax Alpha-Beta](#) (0.1)
- [NegaScout](#) (1.0)
- [Transposition Table](#)

- [History Heuristic](#) (0.3)
- [Killer Heuristic](#) (0.3)
- [Fractional Plies](#) (0.9)
- [Check Extensions](#) (if king in danger)
- [Extending Promotions](#)
- [Pawn to 7th Extensions](#) (0.6)
- [Single Reply Extensions](#) (0.6)
- [Threat Extensions](#) (0.6)
- [Adaptive](#) (1.2) [Null Move Pruning](#) (0.4)
- [Futility Pruning](#) (0.6 - 0.9)
[Extended Futility Pruning](#)
- [Static Exchange Evaluation](#) for [Move Ordering](#) and [Pruning](#)
- [Pruning](#) at [Frontier Nodes](#) (1.2)
- [Quiescence Search](#)
[Checks](#) in [Quiescence](#)
- [Evaluation](#) (at all [interior nodes](#) since 1.0)
- [Lazy Evaluation](#) (0.3 - 0.7)
- [Opening Book](#)
- [Pondering](#) (0.8)

See also

- [Diablo](#)
- [Masters](#)

Forum Posts

- [DrunkenMaster 0.1 - New engine](#) by [Marcus Prewarski](#), [Winboard Forum](#), January 27, 2003
- [New version of DrunkenMaster is available](#) by [Marcus Prewarski](#), [Winboard Forum](#), October 16, 2003
- [DrunkenMaster 0.6 is buggy](#) by [Marcus Prewarski](#), [Winboard Forum](#), October 22, 2003
- [DrunkenMaster 0.7](#) by [Marcus Prewarski](#), [Winboard Forum](#), October 28, 2003
- [DrunkenMaster 0.8](#) by [Marcus Prewarski](#), [Winboard Forum](#), December 18, 2003
- [New version of DrunkenMaster](#) by [Marcus Prewarski](#), [Winboard Forum](#), February 06, 2004
- [Some games: DrunkenMaster 1.0](#) by [Patrick Buchmann](#), [Winboard Forum](#), April 15, 2004

External Links

Chess Engine

- [Drunken Master Chess Engine](#) by [Marcus Prewarski](#)
- [Engine Download List](#) from [Ron Murawski's Computer-Chess Wiki](#)
- [DrunkenMaster 1.2](#) from [CEGT 40/4](#)

Misc

- [Alcohol intoxication from Wikipedia](#)
- [drunk - Wiktionary](#)
- [Drunk \(disambiguation\) from Wikipedia](#)
- [Master - Wiktionary](#)
- [Master from Wikipedia](#)
- [Drunken Master from Wikipedia](#)
- [Drunken Master II from Wikipedia](#)
- [Drunken Chess Tournament](#) ^[3] ^[4] ^[5] ^[6]
- [Cream - Sweet Wine](#), [Winterland](#), [San Francisco](#), March 10, 1968 ^[7], [YouTube](#) Video

References

1. [^] [Drunken Silenus](#). [Parian marble](#), [Roman artwork](#) of the [2nd century CE](#). May be inspired by the [Pouring Satyr](#) by [Praxiteles](#), [Louvre](#), Department of Greek, Etruscan and Roman Antiquities, Sully wing, ground floor, room 17, Image by [Ferbrl](#) (2007), [Wikimedia Commons](#), [Silenus from Wikipedia](#)
2. [^] [DrunkenMaster 1.2 for Windows](#) - dm12.zip - README
3. [^] [Ethanol from Wikipedia](#)
4. [^] [Alcohol abuse from Wikipedia](#)
5. [^] [Alcoholism from Wikipedia](#)
6. [^] [Doping Prevention: Alkohol](#), [Technical University of Munich](#)
7. [^] [Bootleg Series #12: Cream – Winterland, San Francisco, CA. 10th March 1968](#) by [Tom Caswell](#), February 25, 2015

What links here?

Page	Date Edited
Diablo	May 17, 2016
DrunkenMaster	Nov 1, 2016
Engines	Mar 10, 2018
Marcus Prewarski	May 18, 2016

[Up one Level](#)