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Gandalf 5.0 [\[5\]](#) [\[6\]](#)

Gandalf, the mighty chess program from [Denmark](#) developed by [Steen Suurballe](#) and [opening book author Dan Wulff](#). Initially developed as [MS-DOS](#) program with its own [GUI](#) and market by [Gambit-Soft](#) [\[1\]](#), the [Winboard](#) compliant Gandalf **4.32** was further shipped by Gambit-Soft [\[2\]](#), Gandalf **5** by [Schröder BV](#) [\[3\]](#), and Gandalf **6** by [Lokasoft](#) as native [ChessPartner](#) as well as [UCI/Winboard](#) engines [\[4\]](#). Gandalf started its tournament career at the [WMCCC 1993](#) and caused a stir while winning versus [MChess](#) and [Quest](#), but also had its tactical blackouts of a highly [selective](#) search with only one [ply brute-force](#). It further played the [WCCC 1995](#), the [WMCCC 1995](#), and becoming a more conventional program in 1996, the [WMCCC 1996](#), [WMCCC 1997](#) and [WMCCC 2001](#). Dan operated Gandalf almost at all [IPCCCs](#) from [1994](#) until [2007](#), one time runner up in [2005](#) and several times third. Gandalf played various [Aegon Tournaments](#), [Dutch Open Computer Chess Championship](#), [International CSVN Tournament](#) as well as [CCT Tournaments](#).

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Screenshot



Gandalf 2 Screen [\[7\]](#)

Photos & Games



[Mathias Feist](#) - Gandalf, [Steen](#) and [Dan](#), [Aegon 1997](#) ^[8]

```
[Event "Aegon 1997"]
[Site "The Hague NED"]
[Date "1997.04.21"]
[Round "04"]
[White "Mathias Feist"]
[Black "Gandalf"]
[Result "0-1"]
```

```
1.Nf3 d5 2.c4 dxc4 3.e3 Nf6 4.Bxc4 e6 5.Nc3 Bd6 6.d4 O-O 7.O-O
c6 8.e4 Be7 9.Bg5 h6
10.Be3 Nbd7 11.Qc2 Nb6 12.Bd3 Bd7 13.a4 a5 14.Rfd1 Qc7 15.g3 Bb4 16.Bf
4 Qd8 17.Na2 Be7
18.Nc3 Bb4 19.Kg2 Rc8 20.h4 c5 21.dxc5 Bxc5 22.e5 Ng4 23.Rd2 Qe8 24.Kh
3 f5 25.exf6 e5
26.Bh7+ Kh8 27.Rxd7 Nxd7 28.fxg7+ Kxg7 29.Re1 Qh5 30.Rd1 0-1
```

Selected Games

[IPCCC 1998](#), round 7, [Chess Tiger](#) - [Gandalf](#) ^[9]

```
[Event "7th IPCCC 1998"]
[Site "Paderborn"]
[Date "1998.02.15"]
[Round "7"]
[White "Chess Tiger"]
```

[Black "Gandalf"]

[Result "0-1"]

1.Nf3 d5 2.g3 e6 3.d4 Nd7 4.Bg2 f5 5.O-
O Bd6 6.b3 Qe7 7.c4 c6 8.a4 a5 9.e3 Ngf6
10.c5 Bc7 11.Re1 b6 12.cxb6 Bxb6 13.Ba3 c5 14.Bf1 O-
O 15.Nc3 Bb7 16.Rc1 Rac8 17.Bb5
e5 18.Re2 Qe6 19.Nxe5 Nxe5 20.dxe5 Qxe5 21.Bb2 Qe6 22.Rec2 Ng4 23.Qe2
Qh6 24.h4 Rcd8
25.Nd1 d4 26.exd4 cxd4 27.Qe7 Be4 28.Re2 Qf6 29.Bc4+ Kh8 30.Qxf6 Rxf6
31.Rd2 Ne5
32.Be2 Rff8 33.Kh2 Bf3 34.Bb5 Bd5 35.Be2 f4 36.gxf4 Rxf4 37.Kg3 Rdf8 3
8.Ba3 d3 39.Bh5
Rf3+ 40.Kh2 R8f5 41.Rc8+ Bg8 42.Be8 Bxf2 43.Bd6 R3f4 44.Rxd3 Rxh4+ 45.
Kg2 Nxd3 46.Nxf2
Nxf2 47.Bd7 Ne4 48.Bxf5 Nxd6 49.Rxg8+ Kxg8 50.Be6+ 0-1

Descriptions

given from the [ICGA](#) tournament page [1101](#) :

1995

Gandalf is a PC program developed over the last ten years. The program performs highly selective searches, combining a one-ply brute-force search with selective search and [search extensions](#). The search does not use standard techniques like the [null-move method](#), but instead uses a rule-based method involving a calculation for every [node](#) to decide which moves are good. Development of the program was an extremely difficult and time consuming task. Gandalf searches about 1500 [nodes per second](#) on a [486/66](#). Gandalf has considerable [chess knowledge](#) and plays aggressively, which is unusual for a highly selective search program. Gandalf uses an opening book containing about 500,000 positions.

1997

Gandalf was born an extreme selective program (1 ply brute-force + selective search) doing 1500 Nodes / sec on a [P90](#). On [SSDF](#) you see a rating of approx 2050. To compete, Gandalf got a standard null-move search engine in early 1996 and has done well at both [Jakarta](#) (6/9) and [Aegon97](#) (TPR 2391). It has a high amount of chess knowledge, many

extensions and is only doing 30K nodes/sec on a [PP200](#). Gandalf searches approx to depth 9-10 in the middlegame on a PP200.

See also

- [Fiction](#)
- [Magic](#)
- [Tolkien characters](#)

Forum Posts

1998 ...

- [SSDF list 9/98](#) by [Enrique Irazoqui](#), [CCC](#), September 14, 1998 » [SSDF Gandalf is improved by 356 points!!](#) by [Jouni Uski](#), [CCC](#), September 14, 1998
[Re: SSDF list 9/98 comments from chairman and results for Gandalf 3](#) by [Moritz Berger](#), [CCC](#), September 14, 1998

2000 ...

- [SSDF. Gandalfs LEARNING is destroyed when aborting!!](#) by [Steen Suurballe](#), [CCC](#), October 17, 2000 » [SSDF](#)
- [gandalf playable in XP Windows?](#) by [Fernando Villegas](#), [CCC](#), December 10, 2001
- [New Gandalf](#) by [Dan Wulff](#), [CCC](#), February 02, 2003
- [Re: Can Gandalf 5 be run under Fritz GUI as an UCI engine w/ Wb2UCI ?](#) by [Manfred Meiler](#), [CCC](#), February 18, 2003 » [Wb2UCI](#)
- [For Danish members \(Article about Suurballe in paper\)](#) by Martin Andersen, [CCC](#), September 21, 2003 ^[1]
- [Some games played by Gandalf 6](#) by [Lex Loep](#), [CCC](#), November 06, 2004
- [Gandalf 6 Download version Released!](#) by [Steve Maughan](#), [CCC](#), November 20, 2004
- [Running Gandalf 6 as UCI hint](#) by [Jouni Uski](#), [CCC](#), November 23, 2004
- [Gandalf 6.0 is exactly 100 points better so far...](#) by [Albert Silver](#), [CCC](#), December 07, 2004
- [Are Ruffian and Gandalf private and not commercial](#) by [Uri Blass](#), [CCC](#), September 03, 2007

2010 ...

- [Ode to Gandalf 6](#) by Brandon Swift, [CCC](#), February 12, 2016
- [contact address or email of Steen Suurballe](#) by [Norbert Raimund Leisner](#), [CCC](#), February 27, 2017
[Re: contact address or email of Steen Suurballe](#) by [Thorsten Czub](#), [CCC](#), March 05, 2017 » [IPCCC 1998](#)
- [I got the permission by Steen Surrballe \(Gandalf\) ...](#) by [Frank Quisinsky](#), [CCC](#), April 25, 2017

External Links

Chess Engine

- [Gandalf 6](#) from [Lokasoft](#) (no longer available)
- [Gandalf 5 Main Page](#)
- [Gandalf's ICGA Tournaments](#)
- [Gandalf](#), Copyright © 1996, [Gambit-Soft](#) (German), hosted by the [Internet Archive](#)
- [Gandalf 4.32f](#) by [Peter Schreiner](#), November 2000, hosted by [Schachclub Leinzell](#) (German) ^[12]
- [The chess games of Gandalf](#) from [chessgames.com](#)
- [The chess games of Deep Gandalf](#) from [chessgames.com](#)
- [Gandalf 6](#) in [CCRL 40/40](#)

Misc

- [Gandalf \(disambiguation\)](#) from [Wikipedia](#)
[Gandalf](#) fictional character in [J. R. R. Tolkien's](#) novels [The Hobbit](#) and [The Lord of the Rings](#)
- [Gandalf - Tolkien Gateway](#)
- [Gandalf Chess piece | Tolkien | Spiderwebart Gallery](#) by [Greg Hildebrandt](#)
- [Return to Forever - The Magician](#), 1976, [YouTube](#) Video
[Chick Corea](#), [Al Di Meola](#), [Stanley Clarke](#), [Lenny White](#)

References

1. [↑] [Gandalf](#), Copyright © 1996, [Gambit-Soft](#) (German), hosted by the [Internet Archive](#) (German)
2. [↑] [Gandalf 4.32f](#) by [Peter Schreiner](#), November 2000, hosted by [Schachclub Leinzell](#) (German)
3. [↑] [GANDALF MAIN PAGE](#)
4. [↑] [Gandalf 6 - Lokasoft - Home of ChessPartner](#)
5. [↑] [GANDALF MAIN PAGE](#)
6. [↑] [Spiderwebart Gallery - Pinup Art, Trans Siberian Orchestra Art, Lord of the Rings Art, Marvel & DC Comic](#) by [Greg Hildebrandt](#)
7. [↑] [Gandalf](#), Copyright © 1996, [Gambit-Soft](#) (German), hosted by the [Internet Archive](#)
8. [↑] [Aegon 1996-97](#) by [Thorsten Czub](#)
9. [↑] [Re: contact address or email of Steen Suurballe](#) by [Thorsten Czub](#), [CCC](#), March 05, 2017
10. [↑] [Gandalf's ICGA Tournaments](#)
11. [↑] [Dansker kan sætte verdenselite skakmat](#) by Erik Bork, [Berlingske](#), September 20, 2003 (Danish)
12. [↑] [Re: contact address or email of Steen Suurballe](#) by [Norbert Raimund Leisner](#), [CCC](#), March 05, 2017

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Mar 26, 2017

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DOCCC 2006	Aug 27, 2016
Eigenmann Endgame Test	Jun 1, 2017
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Gandalf	Jan 21, 2018
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ICT 2005	Oct 14, 2015
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WMCCC 1997	Apr 4, 2017
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