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HGM ^[3]

Harm Geert Muller (HGM), a Dutch physicist and since 1976 computer chess programmer. He wrote a blitz program for the [PDP-11](#) and programs for the [6800](#) and [6502](#) 8-bit μ -Processors, released under the name [Usurpator](#), which competed in several [Dutch Computer Chess Championships](#). In [1986](#) HGM came up with a matchbox computer with a [65SC816](#) CPU for the purpose of running Usurpator ^[1], competing three times until [1990](#) ^[2].

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Comeback

After 15 years "out of business", HGM is back with his minimalist chess engine [Micro-Max](#), the [chess variants](#) engine [Fairy-Max](#), the closed source programs [Joker](#) and [Spartacus](#) ^[4], the [Chinese Chess](#) engine [HaQiKi D](#), and the [Shogi](#) engine [Shokidoki](#). HGM is involved in extending the [Chess Engine Communication Protocol](#) specification to Version 2 ^[5], also addressing various [chess and chess like game variants](#), and further covering [Checkers](#), [Go](#), [Amazons](#), and [Othello](#) ^[6]. The didactic [open source engine KingSlayer](#) published in fall 2015 ^[7] is intended to be an inspiration for beginning chess programmers ^[8]. His [open source engine CrazyWa](#) plays [Shogi](#) and [Chess variants](#) with [piece drops](#) with boards up to 11x11, with up to 16 droppable piece types, and 15 promoted piece types ^[9].

Shokidoki

HGM's [Shogi](#) engine Shokidoki won silver in 5*5 Shogi at the [15th Computer Olympiad](#) ^[10], gold at the [17th Computer Olympiad](#) ^[11], gold in Shogi and Mini-Shogi at the [18th Computer Olympiad 2015](#), and also won the 2015 UEC Cup ^{[12] [13]}.

Photos

DOCCC 2005



Harm Geert Muller and [Stan Arts](#), [DOCCC 2005](#) ^[14]

CPT 2008



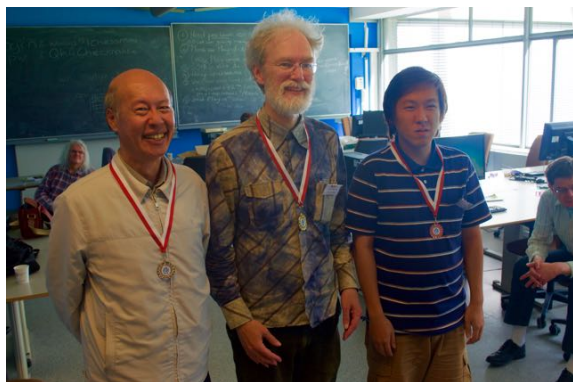
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Leiden 2016



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