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Il Principe, 1532 <sup>[6]</sup>

## Machiavelli,

a chess program developed in [1947-1948](#) by [Donald Michie](#) and [Shaun Wylie](#) which was a rival "paper machine" of [Alan Turing's](#) and [David Champernowne's](#) [Turochamp](#). Turing began programming both at [University of Manchester](#) but never completed them and they never played each other <sup>[1]</sup>.

In their 1961 article *Machines that play games* <sup>[2]</sup>, [John Maynard Smith](#) and [Donald Michie](#) elaborate the [evaluation](#) features of their one-ply analyzers [SOMA](#) and Machiavelli, to consider [material](#), [center](#) and [neighboring king square control](#), pieces [en-prise](#), [swap-off values](#) and other [tactical](#) and [strategical](#) considerations. Later, John Maynard Smith built a SOMA-Machiavelli hybrid named SOMAC (SOMA with features taken from the Machiavelli) <sup>[3]</sup>. This machine, when allowed a lookahead of two, has a standard of play equal to that of a mediocre human player ... <sup>[4] [5]</sup>

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## SOMA - Machiavelli

Following game between SOMA and Machiavelli was played, with the conclusion that it seems unlikely that a one-ply analyzer would beat any but the most inexperienced human player.

```
[Event "?"]  
[Site "?"]  
[Date "1961.??.??"]  
[Round "?"]  
[White "SOMA"]  
[Black "Machiavelli"]  
[Result "1/2-1/2"]
```

```
1.e3 e5 2.d4 Nc6 3.Nc3 d5 4.Nf3 e4 5.Ne5 Bb4 6.Nxc6 bxc6 7.Bd2 Nf6 8.a  
3 Bd6 9.h4  
Bg4 10.Be2 Qd7 11.O-O O-O-  
O 12.f3 Bf5 13.fxe4 Bxe4 14.Ba6+ Kb8 15.Nxe4 Nxe4 16.Qe2  
Qe6 17.Ba5 Ng3 18.Qf3 Nxf1 19.Rxf1 f6 20.Rd1 Qe4 21.Qxe4 dxe4 22.d5 cx  
d5 23.Rxd5  
Be5 24.Rb5+ Ka8 25.Bb7+ Kb8 26.Bxe4+ Kc8 27.Bf5+ Rd7 28.Bxd7+ Kxd7  
1/2-1/2 {agreed}
```

## Publications

- [John Maynard Smith](#), [Donald Michie](#) (1961). *Machines that play games*. [New Scientist](#), 12, 367-9. [google books](#)
- [Donald Michie](#) (1966). *Game Playing and Game Learning Automata*. Advances in Programming and Non-Numerical Computation, [Leslie Fox](#) (ed.), pp 183-200. Oxford, Pergamon. » Includes Appendix: *Rules of SOMAC* by [John Maynard Smith](#) <sup>[7]</sup>
- [Donald Michie](#) (1974). *On Machine Intelligence*. Edinburgh: University Press, ISBN 10: 085224262X, ISBN 13: 9780852242629, [abebooks.com](#), [alibris.com](#), [biblio.com](#)
- [Andrew S. Gordon](#) (2001). *Playing Chess with Machiavelli: Improving Interactive Entertainment with Explicit Strategies*. AAI Technical Report, [pdf](#)

## External Links

- [Chronology of Computing](#) compiled by [David Singmaster](#)
- [Machiavelli \(disambiguation\)](#) from Wikipedia
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## References

1. [^](#) [Chronology of Computing](#) compiled by [David Singmaster](#)
2. [^](#) [John Maynard Smith](#), [Donald Michie](#) (1961). *Machines that play games*. [New Scientist](#), 12, 367-9. [google books](#)
3. [^](#) [Donald Michie](#) (1966). *Game Playing and Game Learning Automata*. Advances in Programming and Non-Numerical Computation, [Leslie Fox](#) (ed.), pp 183-200. Oxford, Pergamon. » Includes Appendix: *Rules of SOMAC* by [John Maynard Smith](#)
4. [^](#) [Leslie Fox](#) (1966). *Advances in programming and non-numerical computation*. Pergamon
5. [^](#) [Donald Michie](#) (1974). *On Machine Intelligence*. Edinburgh: University Press, ISBN 10: 085224262X, ISBN 13: 9780852242629, [abebooks.com](#), [alibris.com](#), [biblio.com](#)
6. [^](#) [The Prince from Wikipedia](#)
7. [^](#) see [Swap-off](#) by [Helmut Richter](#)

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