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[Disney's](#) version of [Merlin](#) ^{[3][4]}

Merlin,

a computer chess program developed in the late 70s and early 80s by four students from [Vienna University of Technology](#), [Hermann Kaindl](#), [Helmut Horacek](#), [Marcus Wagner](#) and [Roland Schreier](#), supported by project supervisor [Werner DePauli-Schimanovich-Göttig](#). Merlin competed at various [ACM North American Computer Chess Championships](#) and two [World Computer Chess Championships](#) in the 80s, the [WCCC 1983](#) in New York and [WCCC 1989](#) in Edmonton, at the WCCC running on [IBM 370](#) compliant [Siemens 7.890 F](#) (1983) and [IBM 3090](#) (1989) ^[1]. It won the [International Computer Chess Tournament 1984](#) in [Baarn](#), [The Netherlands](#) ^[2].

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Internals

As mentioned in [Werner DePauli-Schimanovich's](#) 2006 book *Europolis 6* ^[5] and the reprinted paper *Das Schachprogramm Merlin ...* by [Helmut Horacek](#) and [Marcus Wagner](#) ^[6], Merlin was initially based on the didactic program [Chess 0.5](#) by [Larry Atkin](#) and [Peter W. Frey](#), as published 1978 in [Byte Magazine](#), also written in [Pascal](#) ^[7] except some time critical, often called routines, which were re-written in [CDC assembly](#) by Wagner. Merlin was basically a [brute-force depth-first](#) searcher with knowledge-based [selectivity](#) ^[8], using [extensions](#) as well as [null move](#) to [determine threats](#) ^[9].

See also

- [Arthurian legend](#)
- [Bird](#)
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- [Magic](#)
- [Myrddin](#)
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Namesakes

- [Merlin](#), the early chess program by [Jeff Rollason](#) from 1976 ^[10]
- [Merlin](#), a [Chess Engine Communication Protocol](#) compatible chess engine by [Balázs Jákó](#) ^[11]

Publications

- [Helmut Horacek](#), [Marcus Wagner](#) (1981). *Das Schachprogramm Merlin, Verbesserung von Laufzeit-Effizient, Eröffnungsbibliothek und Bewertungsfunktion*. 4.Tagung Berichte aus Informatik-Instituten (German) ^[12]
- [Helmut Horacek](#), [Marcus Wagner](#) (1982). *Das Programm Merlin - Unterschiede zu konventionellen Schachprogrammen*. [OeGAI Journal](#), 1982 (German)
- [Hermann Kaindl](#) (1983). *Searching to Variable Depth in Computer Chess*. Proceedings of [IJCAI 83](#), [pdf](#)
- [Hermann Kaindl](#), [Helmut Horacek](#), [Marcus Wagner](#) (1986). *Selective Search versus Brute Force*. [ICCA Journal](#), Vol. 9, No. 3
- [Hermann Kaindl](#) (1988). *Useful Statistics from Tournament Programs*. [ICCA Journal](#), Vol. 11, No. 4 » [Search Statistics](#)

External Links

- [Merlin's ICGA Tournaments](#)
- [Merlin the wizard](#), from Wikipedia
- [List of Arthurian characters from Wikipedia](#)

- [Prophetiae Merlini from Wikipedia](#)
- [Myrddin & Merlin: A Guide to the Early Evolution of the Merlin Legend](#) from [Arthuriana](#) by [Thomas Green](#)
- [Merlin \(bird\) from Wikipedia](#)
- [Merlin \(comics\) from Wikipedia](#)
- [Merlin the Magician \(comics\) from Wikipedia](#)
- [Merlin \(disambiguation\) from Wikipedia](#)
- [The Coming of the King from Wikipedia](#)
- [The Sword in the Stone from Wikipedia](#)

References

1. [^](#) [Merlin's ICGA Tournaments](#)
2. [^](#) [Jaap van Oosterwijk Bruyn](#) (1984). *International Computer-Chess Tournament in the Netherlands*. [ICCA Journal](#), Vol. 7, No. 2
3. [^](#) [Merlin the wizard, from Wikipedia](#)
4. [^](#) The Merlin character from [The Sword in the Stone](#), the 1963 [Disney](#) film, was eponym of the programs name
5. [^](#) [Werner DePauli-Schimanovich](#) (2006). [Europolis 6](#). Informatik für Spiele und Verkehr. Extension der Mengenlehre, Herausgeber: Franz Pichler, [Universitätsverlag Rudolf Trauner](#), ISBN 978-3-85487-946-6, (SG7) Merlin (ein ComputerChess-Programm) s. 171 (German), [Google Books](#)
6. [^](#) [Helmut Horacek](#), [Marcus Wagner](#) (1981). *Das Schachprogramm Merlin, Verbesserung von Laufzeit-Effizient, Eröffnungsbibliothek und Bewertungsfunktion*. 4. Tagung "Berichte aus Informatik-Instituten" (German)
7. [^](#) [The 6th World Computer Chess Championship, Edmonton, Alberta, Canada](#), [pdf](#) from [The Computer History Museum](#)
8. [^](#) [Hermann Kaindl](#), [Helmut Horacek](#), [Marcus Wagner](#) (1986). *Selective Search versus Brute Force*. [ICCA Journal](#), Vol. 9, No. 3
9. [^](#) [Hermann Kaindl](#) (1983). *Searching to Variable Depth in Computer Chess*. Proceedings of [IJCAI 83](#), pp. 760-762. Karlsruhe. [pdf](#)
10. [^](#) [Treebeard - A new way to do Chess - AI Factory newsletter article Summer 2005](#), mentions [Merlin](#) and [Rasputin](#)
11. [^](#) [Merlin Chess Engine](#)
12. [^](#) reprinted in [Werner DePauli-Schimanovich](#) (2006). [Europolis 6](#). Informatik für Spiele und Verkehr. Extension der Mengenlehre, Herausgeber: Franz Pichler, [Universitätsverlag Rudolf Trauner](#), ISBN 978-3-85487-946-6, (SG7) Merlin (ein ComputerChess-Programm) s. 171 (German)

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