

[Home](#) \* [Engines](#) \* **The King**



A resin replica of The King <sup>[4]</sup>

### **The King,**

a chess program by [Johan de Koning](#) written in [C](#), which had its debut at the [7th Dutch Computer Chess Championship 1987](#) and was further developed, participating at computer chess [tournaments](#) until the present, in total winning four [Dutch Computer Chess Championships](#) and one [International CSVN Tournament](#), the [DOCCC 1991](#), [DOCCC 1993](#), [DOCCC 1995](#), [DOCCC 1998](#), and the [ICT 2003](#).

The King, famous for "his" interesting and entertaining playing style, was commercially market by [TASC](#) as [ChessMachine](#), in bundle with [Gideon](#), running on an [ARM2](#) RISC CPU. ChessMachine The King was shared winner of the [4th Computer Olympiad 1992](#) and had good results at the [WMCCC 1990](#) and [WMCCC 1991](#), further ported for various [dedicated chess computers](#), most notably [TASC R30](#), [TASC R40](#), [Saitek RISC 2500](#) and [Mephisto Montreux](#), and was also incorporated as analysis engine of [TascBase](#). However, Johan de Koning's greatest commercial success was entering the [PC](#) and [Windows](#) mass market, when in 1994 The King became the chess engine of [Chessmaster 4000](#) <sup>[1]</sup>, which remains the best-selling chess franchise in history <sup>[2] [3]</sup>.

## **Table of Contents**

[Description](#)

[Games & Photos](#)

[DOCCC 1991](#)

[ICT 2013](#)

[Tao](#)

[Fritz](#)

[Commercial Spin-offs](#)

[SSDF Ratings](#)

[See also](#)

[Forum Posts](#)

[External Links](#)

[Chess Engine](#)

[Misc](#)

[References](#)

[What links here?](#)

## Description

from [Don Beal's WMCCC 1991](#) report <sup>[5]</sup>:

Written by Johan de Koning, already known for his program which has competed for several years in [Dutch tournaments](#). This latest version runs on the [ARM2](#) RISC CPU and represents 2.5 man-years of development. The [evaluation function](#) is complex and hence a little slow. Positional [scores](#) can "easily exceed several Pawns". Separate evaluation terms are used for [opening/middle/endgame](#) with [smooth transitions](#) between them by using 3 weights which sum to 100%, giving a fuzzy definition of the [phases](#). The [search](#) techniques include [check extensions](#) and chess-specific static rules for additional [extensions](#). [Singular extensions](#) are not used, but [lower bounds](#) are computed to limit the search in the [selective](#) phase. [Best moves](#) from earlier [iterations](#), [history heuristic](#), [killer heuristic](#), priority to [captures](#), and a

[refutation table](#) are all used to [order moves](#), which are [generated](#) in the all-and-sort fashion. Specialized endgame knowledge is included and this is actively being expanded.

## Games & Photos

### DOCCC 1991

[DOCCC 1991](#), round 4, [The King](#) - [Quest](#) <sup>[6]</sup>

```
[Event "DOCCC 1991"]
[Site "Utrecht NED"]
[Date "1991.10.??"]
[Round "04"]
[White "The King"]
[Black "Quest"]
[Result "1-0"]
```

```
1.Nf3 d5 2.d4 e6 3.c4 Nf6 4.Bg5 Be7 5.Nc3 O-O 6.e3 Nbd7 7.Bd3 c5 8.O-
O dxc4
9.Bxc4 cxd4 10.exd4 Nb6 11.Bb3 Nfd5 12.Bxe7 Qxe7 13.Nxd5 exd5 14.Qd3 Q
e4
15.Qxe4 dxe4 16.Ne5 Bf5 17.Rac1 Rad8 18.Rc7 Nd7 19.Nxf7 Rxf7 20.Rxb7 a
6 21.Rc1
Kf8 22.Bxf7 Kxf7 23.Rcc7 Ke6 24.Ra7 Kd5 25.Rxa6 Kxd4 26.h3 Kd5 27.b4 g
6 28.a4
h6 29.a5 Ne5 30.Rb6 Nc4 31.Rb5+ Kd4 32.a6 e3 33.fxe3+ Nxe3 34.a7 Ra8 3
5.Rb8
Be4 36.b5 Nc4 37.Re7 Bd5 38.Rd7 1-0
```

### ICT 2013

#### Tao

[ICT 2013](#), round 7, [The King](#) - [Tao](#) <sup>[7]</sup>

```
[Event "ICT 2003"]
[Site "Leiden NED"]
[Date "2003.05.18"]
```

```
[Round "07"]  
[White "The King"]  
[Black "Tao 5.5"]  
[Result "1-0"]
```

```
1.b3 e5 2.Bb2 Nc6 3.c4 d6 4.g3 Nf6 5.Bg2 g6 6.Nf3 Bg7 7.O-O O-  
O 8.d4 Nh5  
9.d5 Ne7 10.e4 Bd7 11.c5 f5 12.Nc3 dxc5 13.Re1 Kh8 14.Rc1 Bh6 15.Nxe5  
Bxc1 16.Qxc1 Ng7 17.exf5 gxf5 18.Ne2 Ng8 19.Nf4 Rf6 20.Nh5 Be8 21.Nxf6  
Nxf6 22.Qxc5 Kg8 23.Rc1 b6 24.Qxc7 Qxc7 25.Rxc7 a5 26.d6 Rd8 27.Ng4 fx  
g4  
28.Bxf6 Rxd6 1-0
```

## Fritz



[ICT 2003](#): later winner [Johan de Koning](#) and [The King](#) facing [Fritz](#) in round 8 <sup>[8]</sup>

```
[Event "ICT 2003"]  
[Site "Leiden NED"]  
[Date "2003.05.18"]  
[Round "08"]  
[White "Fritz"]  
[Black "The King"]  
[Result "1-0"]
```

```
1.e4 c5 2.Nf3 Nf6 3.e5 Nd5 4.c3 e6 5.d4 cxd4 6.cxd4 d6 7.Bc4 Nb6 8.Bd3  
Nc6  
9.O-O Nb4 10.Bb5+ Bd7 11.Bg5 Be7 12.Bxe7 Qxe7 13.Nc3 O-  
O 14.Bxd7 Qxd7 15.a3
```

N4d5 16.Ne4 dxe5 17.dxe5 Rac8 18.Re1 Rfd8 19.Qb1 Nf4 20.Nd6 Rc6 21.Qe4  
Nbd5  
22.Rad1 f5 23.Qb1 Rc5 24.Qa2 a5 25.g3 Ng6 26.b4 Rc3 27.Rxd5 Rxf3 28.Rd  
d1  
Nf8 29.Nxb7 Qxd1 30.Rxd1 Rxd1+ 31.Kg2 Rdd3 32.Qc4 Rc3 33.Qb5 f4 34.bxa  
5 fxg3  
35.hxg3 Rf7 36.a6 Rxa3 37.Qb6 Ra2 38.a7 1-0

## Commercial Spin-offs

- [ChessMachine - The King](#)
- [Chessmaster](#)
- [Mephisto Montreux](#)
- [RISC 2500](#)
- [TASC R30](#)
- [TASC R40](#)

## SSDF Ratings

The [SSDF](#) tested numerous versions of The King on the hardware of the period :

#	Version	Hardware	Rating
35	CM King 3.5	2GB <a href="#">x64</a> MP Q6600 2,4 GHz	<a href="#">[9]</a> 2858
73	Chessmaster 9000	256MB Athlon 1200 MHz	2706
122	Chessmaster 8000	128MB K6-2 450 MHz	2519
133	Chessmaster 6000	64MB P200 MMX	2477
172	Chessmaster 5000	Pentium 90 MHz	2287
194	Ch.Machine The King 2.0 <a href="#">ARM6</a> 30 MHz aggr./R30 off		<a href="#">[10]</a> 2196
199	Chessmaster 4000	<a href="#">486</a> /50-66 MHz	2179
221	ChessMachine The King	512K <a href="#">ARM2</a> 16MHz	2066

## See also

- [Arthurian legend](#)
- [Nobility](#)
- [Tolkien characters](#)

## Forum Posts

- [The King and Wb2Uci](#) by Ralph Patriquin, [CCC](#), March 19, 2002 » [Wb2UCI](#)
- [The King "Leiden" - Chesstiger 15 "normal" Now 6,5 -8,5 90 min blitz](#) by Andre van Ark, May 25, 2003
- [update your The King knowledge](#) by [Mike Scheidl](#), [CCC](#), October 22, 2003
- [The King's Wb2UCI file](#) by Darren Rushton, [CCC](#), January 10, 2004 » [Wb2UCI](#)
- [Re: Depth vs playing strength](#) by [John Merlino](#), [CCC](#), January 10, 2012 » [Search with Random Leaf Values](#)

## External Links

### Chess Engine

- [The King's ICGA Tournaments](#)
- [The King](#) from [Schachcomputer.info Wiki](#) (German)
- [3rd International CSVN Tournament Leiden, Netherlands, May 16-18, 2003](#)

### Misc

- [The Coming of the King from Wikipedia](#)
- [The King \(2005 film\) from Wikipedia](#)
- [The King \(2007 film\) from Wikipedia](#)
- [Focus - House of the King](#) ([Akkerman](#) 1970), [YouTube](#) Video

## References

1. <sup>△</sup> [Mads Brevik](#) (1994). [Chessmaster 4000 Turbo for Windows from Mindscape](#). [Game Bytes Magazine](#)
2. <sup>△</sup> [Chessmaster from Wikipedia](#)
3. <sup>△</sup> [Re: Why is Chessmaster so popular in CCC?](#) by [John Merlino](#), [CCC](#), July 05, 2000
4. <sup>△</sup> [Lewis chessmen from Wikipedia](#)
5. <sup>△</sup> [Don Beal](#) (1991). *Report on the 11th World Microcomputer Chess Championship*. [ICCA Journal](#), Vol. 14, No. 2
6. <sup>△</sup> [Downloads | ONK / ODCCC](#)
7. <sup>△</sup> [Computerschaak | Downloads | CSVN International Computer Chess Tournament](#)
8. <sup>△</sup> [Photos](#) from the old [CSVN](#) site
9. <sup>△</sup> [The SSDF Rating List](#)
10. <sup>△</sup> [Re: A theory of ratings drift for the SSDF](#) by [Uri Blass](#), [CCC](#), April 09, 2002

## What links here?

Page	Date Edited
<a href="#">3rd Computer Olympiad</a>	Jul 25, 2017
<a href="#">4th Computer Olympiad</a>	Jul 15, 2017
<a href="#">Acorn Archimedes</a>	Dec 17, 2016
<a href="#">Aegon 1988</a>	Jan 22, 2017
<a href="#">Aegon 1989</a>	Jan 22, 2017
<a href="#">Aegon 1990</a>	Mar 26, 2017
<a href="#">Aegon 1991</a>	Mar 26, 2017
<a href="#">Aegon 1992</a>	Jan 22, 2017
<a href="#">Aegon 1993</a>	Mar 26, 2017
<a href="#">Aegon 1994</a>	Mar 26, 2017
<a href="#">Aegon 1995</a>	Apr 6, 2017
<a href="#">Aegon 1996</a>	Jan 22, 2017
<a href="#">Aegon 1997</a>	Apr 7, 2017
<a href="#">Aegon Tournaments</a>	Jan 22, 2017
<a href="#">Arasan</a>	Apr 8, 2018
<a href="#">ARM2</a>	Dec 16, 2016
<a href="#">Arthur</a>	Jan 7, 2016
<a href="#">Bionic Impakt</a>	Sep 6, 2014
<a href="#">ChessMachine</a>	Feb 26, 2018
<a href="#">Chessmaster</a>	Jan 21, 2018
<a href="#">Cock de Gorter</a>	Nov 3, 2015
<a href="#">Computer Olympiad</a>	Mar 6, 2018
<a href="#">David Bringhurst</a>	May 15, 2014
<a href="#">David Grenewetzki</a>	Apr 19, 2014
<a href="#">DEC Alpha</a>	Aug 15, 2015
<a href="#">Depth</a>	Feb 25, 2018
<a href="#">DGT Board</a>	Feb 21, 2018
<a href="#">DOCCC 1987</a>	Dec 9, 2016
<a href="#">DOCCC 1988</a>	Aug 15, 2015
<a href="#">DOCCC 1989</a>	Aug 15, 2015
<a href="#">DOCCC 1990</a>	Aug 15, 2015
<a href="#">DOCCC 1991</a>	Aug 15, 2015
<a href="#">DOCCC 1992</a>	Dec 12, 2016
<a href="#">DOCCC 1993</a>	Dec 12, 2016
<a href="#">DOCCC 1994</a>	Aug 15, 2015
<a href="#">DOCCC 1995</a>	Jun 7, 2016
<a href="#">DOCCC 1996</a>	Jun 7, 2016
<a href="#">DOCCC 1997</a>	Aug 15, 2015
<a href="#">DOCCC 1998</a>	Feb 25, 2018
<a href="#">DOCCC 1999</a>	Aug 15, 2015
<a href="#">DOCCC 2000</a>	Aug 15, 2015
<a href="#">DOCCC 2001</a>	Aug 15, 2015

Page	Date Edited
<a href="#">DOCCC 2002</a>	Nov 24, 2017
<a href="#">DOCCC 2003</a>	Aug 17, 2016
<a href="#">DOCCC 2004</a>	Nov 19, 2016
<a href="#">DOCCC 2005</a>	Aug 15, 2015
<a href="#">DOCCC 2006</a>	Aug 27, 2016
<a href="#">DOCCC 2007</a>	Aug 15, 2015
<a href="#">DOCCC 2008</a>	Aug 15, 2015
<a href="#">DOCCC 2009</a>	Aug 15, 2015
<a href="#">DOCCC 2010</a>	Aug 15, 2015
<a href="#">DOCCC 2011</a>	Dec 1, 2013
<a href="#">Dutch Open Computer Chess Championship</a>	Sep 25, 2014
<a href="#">Engines</a>	Mar 10, 2018
<a href="#">Genesis NL</a>	Dec 12, 2016
<a href="#">Gideon</a>	Feb 26, 2018
<a href="#">Goldbar</a>	Jul 23, 2015
<a href="#">ICT 2001</a>	Oct 14, 2015
<a href="#">ICT 2002</a>	Nov 19, 2016
<a href="#">ICT 2003</a>	Aug 18, 2016
<a href="#">ICT 2004</a>	Aug 17, 2016
<a href="#">ICT 2005</a>	Oct 14, 2015
<a href="#">ICT 2006</a>	Oct 14, 2015
<a href="#">ICT 2007</a>	Sep 14, 2015
<a href="#">ICT 2008</a>	Sep 14, 2015
<a href="#">ICT 2009</a>	Sep 14, 2015
<a href="#">ICT 2010</a>	Sep 14, 2015
<a href="#">ICT 2011</a>	Mar 9, 2012
<a href="#">ICT 2012</a>	Jun 11, 2012
<a href="#">ICT 2013</a>	Dec 1, 2013
<a href="#">International CSVN Tournament</a>	Jan 8, 2018
<a href="#">Johan de Koning</a>	Jul 3, 2017
<a href="#">John Merlino</a>	Feb 26, 2015
<a href="#">King</a>	Feb 26, 2013
<a href="#">Leo Dijkman</a>	Mar 2, 2015
<a href="#">Mephisto Montreux</a>	Jan 8, 2016
<a href="#">Mephisto Vancouver</a>	Sep 2, 2017
<a href="#">Myrddin</a>	Oct 19, 2016
<a href="#">Nemeton</a>	Dec 23, 2017
<a href="#">Nexus</a>	Jan 7, 2016
<a href="#">PT 45</a>	May 19, 2014
<a href="#">PT 46</a>	Dec 9, 2014
<a href="#">PT 47</a>	Dec 1, 2014
<a href="#">PT 48</a>	Oct 15, 2015
<a href="#">PT 49</a>	Oct 22, 2015
<a href="#">PT 50</a>	May 3, 2017
<a href="#">PT 51</a>	Oct 5, 2017



Page	Date Edited
<a href="#">PT 52</a>	Nov 14, 2017
<a href="#">PuppetMaster</a>	Sep 17, 2015
<a href="#">RISC 2500</a>	Jan 7, 2016
<a href="#">Search with Random Leaf Values</a>	Apr 23, 2018
<a href="#">Stalemate</a>	Feb 21, 2018
<a href="#">Stockfish</a>	Apr 7, 2018
<a href="#">Tapered Eval</a>	Jan 9, 2018
<a href="#">Tasc</a>	Sep 7, 2017
<a href="#">Tasc R30</a>	Sep 7, 2017
<a href="#">Tasc R40</a>	Sep 7, 2017
<a href="#">TascBase</a>	Dec 7, 2016
<a href="#">Tessa Pijl</a>	Oct 28, 2017
<a href="#">The King</a>	Jan 21, 2018
<a href="#">The Spacious Mind</a>	Jan 18, 2017
<a href="#">Volker Annuss</a>	Aug 3, 2017
<a href="#">Wb2UCI</a>	Feb 1, 2018
<a href="#">WCCC 2007</a>	Jan 2, 2017
<a href="#">WMCCC 1990</a>	Oct 27, 2016
<a href="#">WMCCC 1991</a>	Sep 18, 2016
<a href="#">WMCCC 1993</a>	Dec 30, 2017
<a href="#">WMCCC 1995</a>	Jan 3, 2018

[Up one Level](#)