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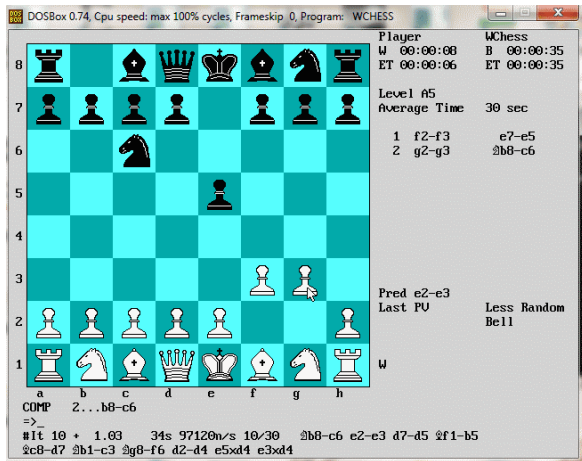
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WChess,

a commercial chess program by [David Kittinger](#), running on [x86 PCs](#) in 32-bit [real mode](#) under the [MS-DOS](#) operating system. WChess participated at the [ACM 1994](#), the [Harvard Cup 1994](#) with sensational 5/6, the [UPCCC 1994](#) winning ahead of [Hiarcs](#) and [MChess](#), and the [WCCC 1995](#). WChess is the chess engine of [Sierra's Power Chess](#) ^[1], market since 1996 as [Windows 95](#) program ^[2], and of [Interplay's USCF Chess](#) from 1998 ^[3].

Screenshot



WChess inside [DOSBox](#) ^[4]

Descriptions

1995

given in 1995 from the [ICGA](#) tournament site ^[5]:

WChess received world-wide attention after it scored 5 out of 6 against some of the strongest American grandmasters in the [Intel Harvard Cup Man v Machine tournament](#) held in October 1994. The program consolidated its position as one of the top micro-computer chess programs by winning the [1994 Uniform Platform Computer Chess Tournament](#) held in London. WChess uses an iterative, [depth first alpha-beta](#) search with [forward pruning](#) and a tactical [swap-off evaluation](#) to limit the growth of the search tree. The [evaluator](#) is somewhat primitive and is not currently as dynamic as the author would like. Positional information is communicated to the search mainly by [piece value tables](#). The current version of the program only implements end [game databases](#) for [KPK](#) although the author is looking into adding more databases.

2012

[David Kittinger](#) on WChess in a forum post, April, 2012 ^[6]:

Goal with WChess was to have a program in high level language ([C](#)) which would facilitate testing new [search](#) and [eval](#) ideas. This was a continual process over probably 10 years. A funny thing, I had tried [NULL move](#) but sort of messed up the implementation and hence did not find it better than the [static forward pruning](#) I had been using, so

never switched over. WChess also used [piece value tables](#) and in fact used a [high level PVT generator](#) written under contract by [Don Dailey](#) and [Larry Kaufman](#). Larry also contributed some [opening books](#), although this was also an ongoing process in my 'lab'. Experimented and adopted [Singular Extensions](#), [One reply to check](#). Spent lots of time looking at things like [recapture extensions](#), [k safety extensions](#), [p to 8th extensions](#) and all manner of pruning ideas.

Major drawbacks of the programs:

1. dependence on PVTs for bulk of [chess knowledge](#). Led to weaker play at deeper levels as PVT knowledge generated from [root position](#) became less relevant/accurate as [depth](#) increased.
2. insufficient eval of [passed pawn](#) threats - I saw in [Stockfish](#) that they tested control of [queening sqs](#), I guess easier to do w/[bitboards](#) .
3. [pawn structure eval](#) was never very strong.

Just for the record, I did have some collaborators over the years besides Don and Larry as mentioned above. I think [Hal Bogner](#) was first 'chess contributor', he helped with testing and input for evaluation ideas back when I worked in Van Nuys. After Hal, [Scott McDonald](#) contributed chess knowledge and reviewed literally hundreds of autotest games looking for weaknesses and improvements. When I moved to [Mobile, Al](#), [James Parker](#) worked with me off and on for several years. James is a very bright fellow and wrote a [Shogi](#) program for [Novag](#). He also contributed to the chess efforts and the [Chinese Chess](#) program as I recall. There were also a number of ideas adopted as result of conversations with various programmers at the computer chess tournaments I attended.

... and on the difference of [0x88](#) coordinates ^[7]

The whole 0x88 is pretty obvious. In fact, another big benefit is that you could take the difference of two sqs and use that to look into a table to see the legal piece types that could be attackers. Having bit 3 cleared prevented wrap arounds on this look up. Hence, for most my programs the basic capture routine iterated from [largest to smallest captured piece](#), using smallest to largest capturing piece, taking the difference of the sqs, looking up in att_table and seeing if nz, if nz, then if & with attacker type bit nz then just had to check if [slider](#) and had [path clear](#). Of course, w and b pawns had different [type](#) bits. Made for a decently fast and ordered [capture search](#).

WChess 2000

The further developed *WChess 2000* was incorporated as game AI in [Majestic Chess](#), released in 2003 by Sierra and [Vivendi](#) ^[8], and inside Sierra's [Disney's Aladdin Chess Adventures](#) in 2004 ^[9].

See also

- [Disney's Aladdin Chess Adventures](#)
- [Harvard Cup 1994 - Video](#)
- [Majestic Chess](#)
- [Power Chess](#)
- [USCF Chess](#)

Reports

- [Nick Schoonmaker](#) (1995). *PC-Software: WChess*. [Computer Chess Reports](#), Vol. 5, No. 1, pp. 11-12

Forum Posts

1995 ...

- [Computer wins Man versus Machine match on ICC](#) by Eric Peterson, [rgc](#), June 13, 1995
- [Where is NEW Wchess?](#) by [Jouni Uski](#), [rgcc](#), October 21, 1996
- [Booklearning in WChess ?](#) by [pitters](#), [rgcc](#), January 28 1997
- [wChess](#) by [Stuart Cracraft](#), [rgcc](#), April 1, 1998
- [Wchess / PowerChess98 sacs bishop](#) by [mclane](#), [rgcc](#), July 30, 1998
- [WChess a giant ?](#) by [Marcus Kästner](#), [CCC](#), January 03, 1999
- [Wchess 2000 and Zarkov 5](#) by Alain Lyrette, [CCC](#), January 16, 1999
- [Re: Wchess 2000 and Zarkov 5](#) by [Bert Seifriz](#), [CCC](#), January 16, 1999 » [Zarkov](#)

2000 ...

- [WChess at FICS](#) by [Bas Hamstra](#), [CCC](#), November 26, 2001
- [Winboard engine WChess 1.6 ?](#) by Juergen Delitzsch, [CCC](#), September 15, 2005

2010 ...

- [Studie: Geschwindigkeits Vergleiche - Schachcomputer.info Community](#) by [Spacious Mind](#),

November 12, 2011 (German)

- [Re: Hello all](#) by [David Kittinger](#), [CCC](#), April 25, 2012
- [The good old WChess 1.05 \(DOS version\)](#) by [Franz Huber](#), [CCC](#), Apr 26, 2012
- [WChess 2000 Help](#) by [Bryan Whitby](#), [CCC](#), March 25, 2015

External Links

- [WChess' ICGA Tournaments](#)
- [The chess games of Wchess \(Computer\)](#) from [chessgames.com](#)
- [Schach + PC - W-Chess 2000](#) by [Peter Schreiner](#), February 1999, [Schachclub Leinzell](#) (German)
- [WChess 1.06](#) in [CCRL 40/40](#)

References

1. [^ Meet the Authors](#) by [Ed Schröder](#)
2. [^ Power Chess](#) from Wikipedia
3. [^ USCF Chess for Windows \(1998\) - MobyGames](#)
4. [^ Studie: Geschwindigkeits Vergleiche - Schachcomputer.info Community](#) by [Spacious Mind](#), November 12, 2011 (German)
5. [^ WChess' ICGA Tournaments](#)
6. [^ Re: Hello all](#) by [David Kittinger](#), [CCC](#), April 25, 2012
7. [^ Re: Hello all](#) by [Dave Kittinger](#), [CCC](#), April 27, 2012
8. [^ Hoyle Majestic Chess Review - GameSpot.com](#)
9. [^ Disney's Aladdin Chess Adventures for Windows \(2004\) - MobyGames](#)

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ACM 1994	May 5, 2017
Aegon 1995	Apr 6, 2017
Aegon 1996	Jan 22, 2017
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Aubervilliers Rapid Open	Mar 25, 2017
Chessmaster	Jan 21, 2018
David Kittinger	Dec 27, 2017
Disney's Aladdin Chess Adventures	May 15, 2014
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Majestic Chess	Jan 20, 2018
MILLENNIUM 2000 GmbH	Jul 13, 2017
Millennium Chess System	Jul 12, 2017
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