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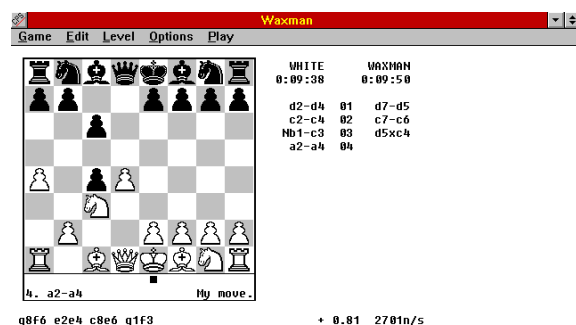
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[Home](#) \* [Engines](#) \* **Waxman**

### Waxman,

also known as *Pocket Chess* for [Windows](#), is a [shareware](#) chess program by [Ivan Bacigal](#) from the 90s, made in 2008 [Chess Engine Communication Protocol](#) compatible to run under the [WinBoard GUI](#) <sup>[1]</sup>. Waxman uses [10x12 board representation](#), [incremental attack updates](#), [alpha-beta](#) search with [iterative deepening](#), [aspiration window](#), [killer](#) and [refutation moves](#), [history heuristic](#) - all pretty cutting-edge back in 1990. Later on, Ivan added [null move pruning](#) and tried several types of [futility pruning](#) before settling on [razoring](#). Waxman's name resembles the Russian word for chess [Шахмат](#), while its original name was VaxMan, an attempt to camouflage the program as a [DEC VAX](#) management utility <sup>[2]</sup>.

## Screenshot



Waxman [GUI](#) <sup>[3]</sup>

## Forum Posts

- [Waxman Pocket Chess v1.3w](#) by Fred, [rgcc](#), May 11, 2002
- [A blast from the past: WAXMAN](#) by [Mike Scheidl](#), [CCC](#), December 11, 2008

## External Links

### Chess Program

- [WAXMAN | WinBoard Chess Engine](#) by [Ivan Bacigal](#)
- [Waxman : Check-Tech Software : Free Download & Streaming : Internet Archive](#)
- [Waxman chess engine with WinBoard | View from the Potting Shed](#)

### Misc

- [Franz Waxman from Wikipedia](#)
- [Henry Waxman from Wikipedia](#)
- [Samuel Waxman from Wikipedia](#)
- [Seth P. Waxman from Wikipedia](#)

## References

1. <sup>^</sup> [WAXMAN | WinBoard Chess Engine](#) by [Ivan Bacigal](#)
2. <sup>^</sup> [WAXMAN | WinBoard Chess Engine](#) by [Ivan Bacigal - F A Q](#)
3. <sup>^</sup> [Septober - Computerschach](#) by [Herbert Marquardt](#)

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