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Wilhelm Steinitz ^[6]

Wilhelm,

a chess program by [Rafael B. Andrist](#) with an own [GUI](#) running under [Windows](#) with focus on [endgame](#) research. The chess engine is written in [C](#) with some small [x86 Assembly](#) routines, the GUI written in [Visual Basic](#) ^[1]. Wilhelm knows about [co-ordinate squares](#) in [pawn endgames](#) with completely blocked pawns, and solves the [Lasker-Reichhelm Position](#) (Fine #70) instantly ^[2]. It supports 5 and 6 men [Nalimov Tablebases](#) and features special [EGTB](#) analysis modes ^[3]. Wilhelm was used to model fallible endgame play ^[4] as elaborated by its author and [Guy Haworth](#). Experiments agree well with a [Markov Model](#) theory ^[5].

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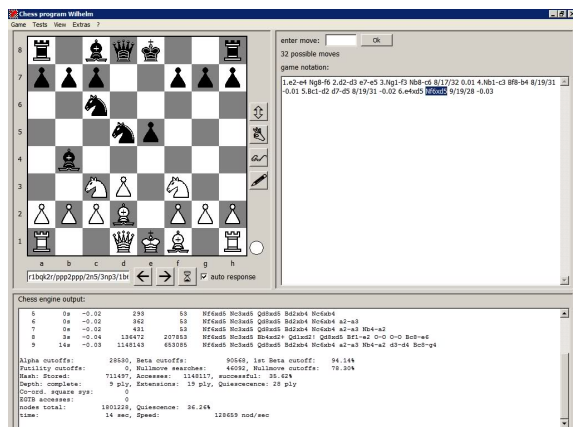
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Publications

- [Guy Haworth](#) (2003). [Reference Fallible Endgame Play](#). [ICGA Journal](#), Vol. 26, No. 2
- [Guy Haworth](#), [Rafael B. Andrist](#) (2003). [Model Endgame Analysis](#). [Advances in Computer Games](#) 10
- [Rafael B. Andrist](#), [Guy Haworth](#) (2005). [Deeper model endgame analysis](#). [Theoretical Computer Science](#), Vol. 349, No. 2

Forum Posts

- [chess program "Wilhelm" released](#) by [Rafael B. Andrist](#), [CCC](#), August 19, 2001
- [Program "Wilhelm" updated](#) by [Rafael B. Andrist](#), [CCC](#), November 11, 2001
- [Wilhelm 1.43 available - support of new EGTB format](#) by [Rafael B. Andrist](#), [CCC](#), February 10, 2003
- [new "Wilhelm", access to 42p EGTB](#) by [Rafael B. Andrist](#), [CCC](#), September 30, 2003
- [Bug/glitch in Nalimov Code \(and in Wilhelm\)?](#) by [Dieter Bürssner](#), [CCC](#), May 09, 2004
- [WILHELM is the testing tool ...](#) by [Guy Haworth](#), [CCC](#), July 23, 2004
- [Re: Freezer vs. Wilhelm](#) by [Eiko Bleicher](#), [CCC](#), May 18, 2005 » [Freezer](#)
- [Wilhelm update](#) by [Rafael B. Andrist](#), [CCRL Discussion Board](#), August 23, 2006
- [Wilhelm 1.50 in action](#) by [Ruxy Sylwyka](#), [CCC](#), March 20, 2012
- [Wilhelm](#) by [silversurfer](#), [Immortal Chess Forum](#), March 20, 2012

External Links

Chess Program

- [Software for solving chess problems / puzzles / endgame studies](#) from [Ron Murawski's Computer-Chess Wiki](#) ([Wilhelm](#) download)

Misc

- [Wilhelm from Wikipedia](#)
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- [A Wilhelm Scream](#) - [The King is Dead](#) (2005), [YouTube](#) Video

References

1. [^] [Wilhelm](#) by silversurfer, [Immortal Chess Forum](#), March 20, 2012
2. [^] [Re: Fine 70 same 7 engines \(more\)](#) by [Rafael B. Andrist](#), [CCC](#), September 10, 2001
3. [^] [Wilhelm update](#) by [Rafael B. Andrist](#), [CCRL Discussion Board](#), August 23, 2006
4. [^] [Guy Haworth](#) (2003). [Reference Fallible Endgame Play](#). [ICGA Journal](#), Vol. 26, No. 2
5. [^] [Guy Haworth](#), [Rafael B. Andrist](#) (2003). [Model Endgame Analysis](#). [Advances in Computer Games](#) 10
6. [^] [Wilhelm Steinitz](#), [Wikimedia Commons](#)
7. [^] [Wilhelm 1.50 in action](#) by [Ruxy Sylwyka](#), [CCC](#), March 20, 2012

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