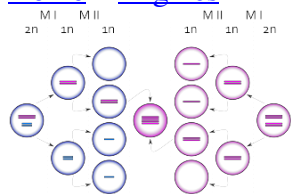


[Home](#) * [Engines](#) * **XXXX**XXXX syndrome [\[1\]](#)

XXXX (pronounced fourex), a chess program written in [C](#) by [Martin Zentner](#) and [Stefan Meyer-Kahlen](#), and since 1995, when SMK started his career with [Shredder](#), further developed in [C++](#) as **XXXX II** by Martin Zentner alone. XXXX had its tournament debut at [IPCCC 1994](#), and XXXX II played the [WMCCC 1995](#), [WMCCC 1996](#), [WMCCC 1997](#) and the [WCCC 1999](#), and regularly participated at [IPCCCs](#) during the 90s, and further played the [Aegon 1997](#). XXXX was a conventional [PVS](#) searcher applying [Null Move Pruning](#) with a rather speculative [evaluation](#) for a "human-like" style of play.

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Description

given in 1999 from the [ICGA](#) site ^[2]:

XXXX II is a conventional chess program that is not too fast and not too slow. Therefore against other computers it's actually stronger in longer games than in blitz games, which is rather uncommon for todays programs. And XXXX II is always good for a surprising move avoiding a tiring draw. It has quite a bit of knowledge, which can lead the program to interesting positions. Many opponents have said, that XXXX II is rather human-like in it's style of play: Sometimes it plays mistakes, sometimes it plays real beauties. The developer would like to see more beauties of course. :-)

Games

[WMCCC 1995](#)

[System Tal vs XXXX](#) ^[3] ^[4]:

```
[Event "13th World Microcomputer Chess Championship"]
[Site "Paderborn, Germany"]
[Date "1995.10.15"]
[Round "11"]
[White "Chess System Tal"]
[Black "XXXX"]
[Result "0-1"]
```

```
1. Nf3 d6 2. d4 g6 3. e4 Bg7 4. Bc4 e6 5. Nc3 Nc6 6. O-
O Bd7 7. Bg5 Nge7 8. Bh4 h6
9. Rc1 g5 10. Bg3 g4 11. Nd2 Bxd4 12. Qxg4 Ne5 13. Qh5 N7g6 14. Ne2 Bb
6 15. c3 Qg5
16. Qxg5 hxg5 17. Rfe1 O-O-
O 18. Nd4 c5 19. N4f3 f6 20. Nxe5 Nxe5 21. Rcd1 Kb8
22. h3 Ka8 23. Re3 Rh7 24. Bxe5 dxe5 25. Nb3 Rdh8 26. Red3 Bc8 27. a4
a5 28. Kf1 Kb8
29. f3 Rh4 30. Bb5 f5 31. Nd2 Bc7 32. Kf2 g4 33. fxg4 fxg4 34. Rh1 b6
35. Kg1 Bb7
36. Bc4 R4h6 37. h4 Rxh4 38. Rxh4 Rxh4 39. Bxe6 Ba6 40. c4 Bc8 41. Bxc
```

8 Kxc8 42. Nf1
Bd8 43. Kf2 Rh1 44. Rd5 Kc7 45. b3 Bh4+ 46. g3 Rxf1+ 47. Kxf1 Bxg3 48.
Kg2 Bf4 49. Rd1
g3 50. Rh1 Kd7 51. Rh7+ Kd6 52. Rg7 Kc6 53. Rf7 Kd6 54. Rf6+ Kc7 55. R
g6 Kb7 56. Kf3
Kc7 57. Kg4 Kd7 58. Kf5 Ke7 59. Rxb6 Be3 60. Rg6 Bf4 61. Rg7+ Kf8 62.
Kf6 Ke8 63. Ke6
Kd8 64. Kd5 Ke8 65. Kxc5 Kf8 66. Rg4 Ke7 67. Kd5 Kd7 68. c5 Kc8 69. Kd
6 Bd2 70. Rg8+
Kb7 71. c6+ Kb6 72. Rb8+ Ka7 73. c7 Bb4+ 74. Kc6 g2 75. c8=N+ 0-1

[Aegon 1997](#)



[Bronstein](#) vs. [XXXX](#) by [Martin Zentner](#), [Bruce Moreland](#) watching, [Aegon 1997](#) ^[5] ^[6]

```
[Event "AEGON"]  
[Site "Den Haag"]  
[Date "1997.??.?"]  
[Round "4"]  
[White "David Bronstein"]  
[Black "XXXX (Computer)"]  
[Result "1-0"]
```

1.e4 e6 2.Qe2 Ne7 3.Nf3 d5 4.d3 c5 5.g3 Nbc6 6.Bg2 g6 7.0-0 Bg7 8.e5 h
6 9.h4 Qc7
10.Re1 Nd4 11.Nxd4 cxd4 12.c3 Nc6 13.f4 0-0 14.Nd2 dxc3 15.bxc3 Qa5 16
.Nf3 Qxc3
17.Bb2 Qa5 18.a4 b5 19.axb5 Qxb5 20.Ba3 Qb6+ 21.Kh2 Re8 22.Rab1 Qc7 23
.Rec1 a5
24.h5 gxh5 25.Bd6 Qd7 26.Rb6 Ne7 27.d4 Nf5 28.Ba3 h4 29.g4 Qd8 30.gxf5
Qxb6
31.f6 Ba6 32.Qf2 Qb3 33.Bc5 Bh8 34.Qxh4 Bd3 35.Qxh6 Bg6 36.Nh4 Qd3 37.
Rc3 Ra7 1-0

See also

- [Disease](#)

Forum Posts

- [Uniform Platform Match "DarkThought" vs. "XXXX II"](#) by [Ernst A. Heinz](#), [rgcc](#), January 15, 1998
- [Uniform Platform Match "DarkThought" vs. "XXXX II"](#) by [Ernst A. Heinz](#), [CCC](#), January 15, 1998 » [DarkThought](#)

External Links

Chess Program

- [XXXX's ICGA Tournaments](#)
- [David Bronstein vs XXXX \(Computer\) \(1997\)](#) from [chessgames.com](#)

Misc

- [XXXX \(disambiguation\)](#) from Wikipedia
- [48, XXXX](#) from Wikipedia
- [Fourecks, Discworld geography](#) from Wikipedia

References

1. [^] [48, XXXX](#) from Wikipedia
2. [^] [XXXX's ICGA Tournaments](#)
3. [^] [Paderborn 1995 - Chess - Round 11 - Game 14 \(ICGA Tournaments\)](#)
4. [^] [ICCA rules](#) by [Martin Zentner](#), [rgcc](#), October 31, 1995
5. [^] [David Bronstein](#) vs. [XXXX](#), Photo by [Thorsten Czub](#) from [Aegon 1996-97](#)
6. [^] [David Bronstein vs XXXX \(Computer\) \(1997\)](#) from [chessgames.com](#)

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