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**Y!** (Why Not),  
a chess program written by primary author [Ulf Rathsmann](#), supported by [Lars Hjörth](#) and [book author Sandro Necchi](#). It was written in [6502 assembly](#) and played tournaments on the [TurboKit TK20](#) by *Schaetzle+Bsteh* <sup>[1]</sup>. Y! competed the [WMCCC 1988](#) as Y!88 and the [WMCCC 1989](#) and [WCCC 1989](#) as Y!89 (Why Not 89).

## Photos



[Ulf Rathsmann](#) and [Sandro Necchi](#) of [Y!88](#) at the [WMCCC 1988](#) in [Almería](#) <sup>[2]</sup>

## Description

based on the [WCCC 1989](#) booklet <sup>[3]</sup>:

Y!89 uses a full, partly extended, width iterative [principal variation](#)

[search](#) with [capture](#) and [promotion searches](#) in [terminal nodes](#). The program is designed to be used in a cheap commercial environment, thus the work [memory](#) is still just 4 kbytes of [RAM](#), and the good old [6502](#) eight bit processor is used in tournaments emulated by the also commercially available *Turbo kit*. The [search](#) is fast for a micro, and includes detection of [repeated positions](#) (actual as well as potential), and performs [extensions](#) for [check evasions](#), [passed pawn moves](#) and some king moves in [pawn endgames](#).

Most of the [material](#) and [positional evaluation](#) is made [incrementally](#) by the means of material value tables and [positional score boards](#) for each piece type, created once for each position of the game with the computer to move. Some "absolute" evaluation is also done, e.g. for static evaluation of [unstoppable passed pawns](#) and [pawn structure](#).

## External Links

- [Y!'s ICGA Tournaments](#)
- [Why Not 89's ICGA Tournaments](#)
- [Conchess](#) – [Schachcomputer.info Wiki](#) (German) <sup>[4]</sup>

## References

1. <sup>^</sup> [TurboKit – Schachcomputer.info Wiki](#)
2. <sup>^</sup> Image by [László Lindner](#) from [László Lindner](#) (1989). *Die wiederauferstandene Mikro-Weltmeisterschaft - 8. Mikroschachcomputer - WM 1988 in Almeria*. [Europa-Rochade](#), 01/02-1989, [pdf](#) hosted by [Hein Veldhuis](#) (German)
3. <sup>^</sup> [Kings Move - Welcome to the 1989 AGT World Computer Chess Championship](#). Edmonton, Alberta, Canada, Courtesy of [Peter Jennings](#), from [The Computer History Museum](#), [pdf](#)
4. <sup>^</sup> [Karsten Bauermeister](#) (1998). *Die Geschichte der Conchess-Schachcomputer*. [Computerschach und Spiele](#), Heft 4, August-September 1998

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