

[Home](#) * [Engines](#) * [p4wn](#)

Table of Contents

[Forum Posts](#)

[External Links](#)

[What links here?](#)

p4wn is a quite small public domain engine written by [Douglas Bagnall](#) in [JavaScript](#). It runs in [web browsers](#) and standalone JavaScript engines (though less usefully there, without any [UI](#)). The first version was released in 2002 as an entry in a 5k web page competition, and its source code was incomprehensibly succinct. It used a sort of [principal variation search](#) and a [piece-square table oracle](#). In 2012 it was rewritten for clarity and for performance in modern JavaScript engines. It now uses a plain [alpha-beta](#) search and more sophisticated piece-square tables. p4wn plays by all the rules, though it never claims a draw, just makes the offer and tries to avoid draws if it thinks it is winning. It likes to make rash sacrifices when ahead.

Forum Posts

- [ChessGUI \(current version\) and JavaScript engines part I](#) by [Norbert Raimund Leisner](#), [CCC](#), August 23, 2017 » [ChessGUI](#)

External Links

- [p4wn](#)
- [GitHub - douglasbagnall/p4wn: a smallish turn-of-the-century javascript chess engine](#)

What links here?

Page	Date Edited
Douglas Bagnall	Sep 23, 2017
Engines	Mar 10, 2018
JavaScript	Dec 11, 2017
Open Source Engines	Jul 14, 2015
p4wn	Sep 23, 2017
Zobrist Hashing	Jan 22, 2018

[Up one Level](#)