You are currently running WCC Gold, which contains 2,503,611,964 endgame positions that have been resolved as wins, losses, or draws.   This is the so called 6 piece database which knows how to play every ending in which there are 6 or fewer pieces on the board.   As the look-ahead tree generates positions, whenever it hits the 6 piece database, it can relay this information back to the "parent position" in an attempt to avoid losses and draws while WCC is winning, or sneak out a draw if WCC is in trouble.   The 6 piece database is able to be probed and effect the play of the game even from the starting position, since WCC can generate moves at a rate of over 200,000 positions per second. (As a numerical comparison, consider the fact that there are "only" 86,400 seconds in a day.)

Of these positions, 7,092,774 have "perfect play" computed.   That is, the exact best move leading to the shortest win, as well as the number of moves required to get to that won position, have been computed.   This is the known as the 4 piece perfect play database, and Infinite Loop Software sells the only programs that contain this data.

Even though there are only 4 pieces on the board, some of these endings are exceedingly difficult.   For example, go to the Edit Board item under the Game menu. Place a white checker on square 29 and square 5, place a red checker on square 3 and square 4, then exit the setup.   This position is red to play and lose in 54 moves!   Since white also has 54 moves, 108 moves total (or "plies") will be made on the board before red is finally defeated.   See how well you can fend off defeat as red, or if you can win as white without allowing red to escape with a draw.

Currently, we are computing perfect play for the 5 and 6 piece datbases as well.   There are 148,688,232 positions with 5 or fewer pieces on the board, leaving 141,595,458 for us to compute.   When both the 5 and 6 piece perfect play databases are computed, you will be able to upgrade your WCC Gold version to WCC Gold Plus.

Pricing and availability will be on our web site at http://www.infiniteloop.org