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Chess at the Beach <sup>[3]</sup>

**Beaches**, (BeachesChess)  
a [Winboard](#) compliant chess engine  
by [Robert Pope](#), written in [C++](#),  
first mentioned and hosted by  
[Benny Antonsson](#) in 2002 <sup>[1]</sup>. The  
later published source code with  
version history from 2006 til 2010  
<sup>[2]</sup> refers a [bitboard](#) engine - despite  
processing many of them per node,  
using 8-bit occupied state [rotated  
bitboard](#) lookups for sliding pieces  
- the control structure of the [legal  
move generator](#) and [evaluation](#)  
reminds more on a [mailbox](#)  
approach without [piece list](#). Search  
is plain [alpha-beta](#) with  
[transposition table](#), [null move  
pruning](#) and [fractional ply  
decrements](#) with an conventional  
evaluation, taking [material](#) and  
[piece-square tables](#) along with  
some [pawn structure](#) and [king  
safety](#) terms into account, as well  
the [population](#) of ored aggregated  
attacks per side.

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## See also

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## Forum Posts

### 2002 ...

- [New WinBoard compatible engine - Beaches 0.96 by Robert Pope](#) by [Benny Antonsson](#), [Winboard Forum](#), July 16, 2002
- [New WinBoard compatible engine - Beaches 0.96 by Robert Pope](#) by [Benny Antonsson](#), [CCC](#), July 16, 2002
- [New version of Beaches](#) by [Benny Antonsson](#), [Winboard Forum](#), September 04, 2002
- [BeaChes 1.2](#) by [Benny Antonsson](#), [Winboard Forum](#), October 03, 2002
- [Beaches 1.5 download](#) by [Robert Pope](#), [Winboard Forum](#), January 22, 2003

### 2005 ...

- [Beaches playing random moves](#) by [Olivier Deville](#), [Winboard Forum](#), May 05, 2005
- [make/unmake](#) by [Robert Pope](#), [Winboard Forum](#), April 08, 2006 » [Unmake Move](#)
- [WAC 109](#) by [Robert Pope](#), [Winboard Forum](#), June 17, 2008 » [Win at Chess](#)
- [0x88 engines](#) by [Robert Pope](#), [CCC](#), May 01, 2009

### 2010 ...

- [Missing checkmates](#) by [Robert Pope](#), [Winboard Forum](#), October 28, 2010
- [Beaches 1.20](#) by [Robert Pope](#), [CCC](#), September 21, 2015

## External Links

### Chess Engine

- [BeachesChess](#)
- [Beaches](#) compiled by [Jim Ablett](#), hosted by [Kirill Kryukov](#)
- [Beaches 2.32](#) in [CCRL 40/4](#)

### Misc

- [Beach from Wikipedia](#)
- [Beach \(disambiguation\) from Wikipedia](#)
- [beach - Wiktionary](#)

## References

1. <sup>^</sup> [New WinBoard compatible engine - Beaches 0.96 by Robert Pope](#) by [Benny Antonsson](#), [Winboard Forum](#), July 16, 2002
2. <sup>^</sup> [BeachesChess](#), Here is the source code of a slightly later version of Beaches (2.32)
3. <sup>^</sup> Anything goes in [Santa Monica](#) - strenuous upper arm workouts, playing on swings, or brain workouts in the form of chess matches, source: [Muscle Beach and Chess Beach, Santa Monica](#), [Image](#) by [InSapphoWeTrust](#), June 18, 2011, [CC BY-SA 2.0](#), [Wikimedia Commons](#)

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