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Bionic, (Believe it or not it's [checkmate](#))

a chess program written in [Basic](#) by [Hans Secelle](#) during the early 90s. Bionic participated at four [Dutch Open Computer Chess Championships](#), [1994](#), [1995](#), [1996](#) and [1997](#), and three [Aegon Tournaments](#), [1995](#), [1996](#) and [1997](#). While Bionic was a slow searcher, it was an attempt of a knowledgeable program.

Bionic Impakt

Bionic's [C](#)-successor [Bionic Impakt](#), which played the [DOCCC 1998](#), was based on [Crafty](#) ^[1] with [evaluation functions](#) such as [piece squares](#), [attack heuristics](#), [root-evaluation](#), as well as the [opening book](#) and [time controls](#) incorporated from Bionic ^[2].

See also

- [Acronym](#)
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External Links

- [Bionic \(disambiguation\) from Wikipedia](#)
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- [Bionic libc C standard library from Wikipedia](#), [Android](#)
- [Bionic \(Christina Aguilera album\) from Wikipedia](#)
- [Bionic architecture from Wikipedia](#)

References

1. [^ Re: Chess programming](#) by [Gian-Carlo Pascutto](#), [rgcc](#), June 18, 2002
2. [^ Bionic vs Crafty, once again](#) by [Đorđe Vidanović](#), [CCC](#), January 23, 1999

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