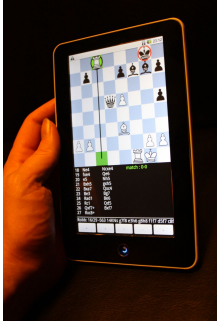


[Home](#) * [User Interface](#) * [GUI](#) * **Chess for Android**

[Home](#) * [Engines](#) * **Chess for Android**



Chess for Android,

written by [Aart Bik](#), is a standalone chess application for [Android](#). The application is available for free at the Android Market ^[1] or as direct download ^[2] and consists of a chess engine (a [Java](#) version derived from the [UCI engine BikJump](#) that is written in [C++](#)) and a [GUI](#). The application accepts moves through the [touchscreen](#), the [trackball](#), or through the keyboard (e2e4 pushes the king pawn, e1g1 castles king side, etc.). An optional "move coach" highlights valid user moves during input and last played engine move.

Full game navigation buttons enable users to correct mistakes or analyze games. Games import and export as [FEN/PGN](#) to and from the clipboard, load and save as file, are set up through a position editor, or import as application/x-chess-pgn MIME type on startup. A draw by [stalemate](#), [insufficient material](#), the [fifty move rule](#), or [threefold repetition](#) is recognized. The engine plays at various levels (including random, against itself in auto-play, or free-play, where the game can be used as a "magnetic chessboard"). The user can play either side and, independently, view the board from the perspective of white or black.

The application also supports the [Universal Chess Interface](#) (UCI) and [Chess Engine Communication Protocol](#) (often simply called [WinBoard](#) or [XBoard](#) protocol), which allows users to play against

Chess for Android on a Tablet

more powerful third party engines or even play tournaments between engines. Engine setup features [pondering](#), infinite analysis, [hash tables](#), multiple [threads](#), [endgame tablebases](#) ([Nalimov](#) , [Gaviota](#), [Scorpio](#), [Robbobases](#)), and [opening test suites](#). Chess for Android recognizes all [ChessBase](#) compatible engines that are installed on the same device.

Since version **5.6** released in February 2018 ^[3], Chess for Android supports the [electronic chess board](#) of the [Millennium ChessGenius](#) ^[4].

Table of Contents

[Images](#)

[See also](#)

[Forum Posts](#)

[2008 ...](#)

[2010 ...](#)

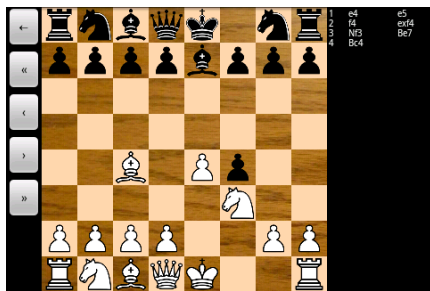
[2015 ...](#)

[External Links](#)

[References](#)

[What links here?](#)

Images



Screenshot of latest version



Setup Position



Screenshot of older G1 version

See also

- [BikJump](#)
- [Chess for Glass](#)
- [DroidFish](#)
- [Millennium ChessGenius](#)

Forum Posts

2008 ...

- [Chess for Android](#) by [Aart Bik](#), [CCC](#), November 24, 2008
- [Upcoming Chess for Android 2.0](#) by [Aart Bik](#), [CCC](#), October 19, 2009

2010 ...

- [Chess for Android with UCI support released](#) by [Aart Bik](#), [CCC](#), August 23, 2010
- [Chess for Android with UCI support released](#) by [Aart Bik](#), [OpenChess Forum](#), August 23, 2010
- [Chess for Android 2.5](#) by [Aart Bik](#), [CCC](#), January 05, 2011
- [Chess for Android 2.8](#) by [Aart Bik](#), [CCC](#), April 01, 2011
- [Chess for Android 3.0.2: enhanced XBoard support](#) by [Aart Bik](#), [CCC](#), October 24, 2011
- [Chess for Android upcoming network feature](#) by [Aart Bik](#), [CCC](#), July 03, 2012
- [Chess for Android v4.1.5: sharing](#) by [Aart Bik](#), [CCC](#), January 12, 2013

2015 ...

- [Chess for Android](#) by [Patrice Duhamel](#), [CCC](#), January 04, 2015 » [Cheese](#)
- [Chess for Android v5.0: Time Control](#) by [Aart Bik](#), [CCC](#), January 09, 2015
- [Chess on Android](#) by [Pedro Castro](#), [CCC](#), April 19, 2016 » [Chess Engine Communication Protocol](#), [DanaSah](#)
- [New Chess Graphics for Chess for Android](#) by [Aart Bik](#), [CCC](#), October 13, 2016
- [Chess for Android v5.3](#) by [Aart Bik](#), [CCC](#), November 27, 2017
- [Chess for Android v5.4: adjudication](#) by [Aart Bik](#), [CCC](#), December 18, 2017
- [Chess for Android v5.6](#) by [Aart Bik](#), [CCC](#), February 26, 2018
[Re: Chess for Android v5.6](#) by [Aart Bik](#), [CCC](#), February 28, 2018 » [Millennium ChessGenius](#)

External Links

- [UCI and XBoard Protocols for Android](#)
- [UCI and XBoard Engines for Android](#)
- [Aart's Android Page](#)
- [Android Game Manuals](#)
- [Chess for Android - Android Apps on Google Play](#)
- [Connecting Chess for Android with the Millennium](#) » [Millennium ChessGenius](#)
- [Aart Bik](#) - [Chess for Android](#), [YouTube](#) Video

References

1. ^ [Android Market - Apps by Aart Bik](#)
2. ^ [Download Chess for Android](#)
3. ^ [Re: Chess for Android v5.6](#) by [Aart Bik](#), [CCC](#), February 28, 2018
4. ^ [Connecting Chess for Android with the Millennium](#) » [Millennium ChessGenius](#)

What links here?

Page

[chessmateapp](#) : [ChessMateResources](#)

[Aart Bik](#)

[Algebraic Chess Notation](#)

Date Edited

May 28, 2014

Mar 1, 2018

Sep 25, 2017

Page	Date Edited
Android	Jan 9, 2018
Android-Chess	Jun 2, 2016
BikJump	Aug 11, 2014
Cheese	Feb 17, 2018
Chess Engine Communication Protocol	Mar 4, 2018
Chess for Android	Mar 1, 2018
Chess for Glass	Dec 26, 2016
DanaSah	Oct 9, 2017
DroidFish	Jan 17, 2017
Engines	Mar 10, 2018
Entering Moves	Sep 7, 2017
Greko	Feb 27, 2018
GUI	Mar 16, 2018
Jazz	Oct 4, 2017
Komodo	Mar 6, 2018
Mathematician	Apr 9, 2018
Millennium ChessGenius	Mar 1, 2018
Pedro Castro	Apr 19, 2016
SolusChess	Apr 21, 2015
UCI	Mar 4, 2018

[Up one Level](#)