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ChessLin,

likely the smallest computer implementation of a none [FIDE](#) compliant chess variant written by [Olivier Poudade](#) in [x86 Assembly](#) as sizecoding exercise, consisting of only 256 bytes ^[1]. [Double pawn push](#) and therefor [en passant](#), [promotions](#) and [castling](#) are not implemented. It plays like a fish as AI is reduced to a half-ply, it also has no [endgame](#) detection - and takes about a hundred seconds to play. ChessLin also only works on [Microsoft Windows XP SP3](#). Like minimalist [Edlin](#) line editor, it focuses on a single console line to [enter moves](#) ^[2].

See also

- [BootChess](#)

External Links

- [Chesslin by Red Sector Inc :: pouët.net](#)
- [Chesslin : 256-byte Chess program : tinycode](#)
- [Spring 2016 – 2600 Magazine - The Hacker Quarterly](#)
[2 - Chesslin Baudsurfer - Article with source code](#)

References

1. [^](#) [Chesslin by Red Sector Inc :: pouët.net](#)
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