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DanChess,

a chess engine by [Daniel Shawul](#) written in [C++](#), compliant to the [Chess Engine Communication Protocol](#). DanChess uses a hybrid [mailbox](#) and [bitboards](#) board representation ^[1], utilizes [attack tables](#), and is able to probe [Nalimov Tablebases](#). DanChess had its tournament debut in 2005, playing a strong [CCT7](#) ^[2], but was soon superseded by its successor [Scorpio](#) ^[3].

Controversy

During [forum](#) discussions about early DanChess versions and the definition of [clones](#) ^[4], [Robert Hyatt](#) pointed out DanChess had various pre-initialized tables as used in [Crafty](#) and a quite similar [SEE swap](#) implementation ^[5], the latter also mentioned as extremely similar by [Dann Corbit](#), who as a kind of ombudsman inspected DanChess' source code concluding it "clean" otherwise, and disagreed with Hyatt about both the spirit and the extent of whether or not DanChess is a Crafty clone ^[6]. However, all [controversial tracks](#) were later removed in subsequent versions, version 1.04 was published as open source [\[7\]](#).

Forum Posts

- [WBEC-Ridderkerk new results + first chess engine from Ethiop](#) by [Leo Dijksman](#), [Winboard Forum](#), August 29, 2003
- [New version of DanChess 1.02 8x faster](#) by [Daniel Shawul](#), [Winboard Forum](#), November 23, 2003
- [crafty clone?](#) by [Daniel Shawul](#), [Winboard Forum](#), November 28, 2003
- [Danchess taken out suspected clone of ...](#) by [Daniel Shawul](#), [Winboard Forum](#), January 28, 2004
- [definition of clones: Danchess and Crafty](#) by [Uri Blass](#), [CCC](#), February 15, 2004

- [Robert Hyatt about Danchess and Crafty \(in CCC\)](#) by [Matthias Gemuh](#), [Winboard Forum](#), February 15, 2004
- [Re: WBEC Ridderkerk new results](#) by [Dann Corbit](#), [Winboard Forum](#), February 15, 2004
- [DanChess accusation solved!](#) by [Daniel Shawul](#), [Winboard Forum](#), February 24, 2004
- [DanChess with source code](#) by [Dann Corbit](#), [Winboard Forum](#), March 01, 2004
- [DanChess 1.05 released!](#) by [Daniel Shawul](#), [Winboard Forum](#), June 07, 2004
- [DanChess 1.06](#) by [Daniel Shawul](#), [Winboard Forum](#), July 13, 2004
- [DanChess SMP beta available](#) by [Daniel Shawul](#), [Winboard Forum](#), December 24, 2004
- [About DanChess in cct7](#) by [Daniel Shawul](#), [CCC](#), February 07, 2005

External Links

- [Engine: DanChess](#) from [WBEC Ridderkerk](#)
- [Computerschach und Spiele - Enginestar aus Afrika?](#), [Computerschach und Spiele](#) (German)

References

1. [^ Dan chess accusation solved!](#) by [Daniel Shawul](#), [Winboard Forum](#), February 24, 2004
2. [^ About DanChess in cct7](#) by [Daniel Shawul](#), [CCC](#), February 07, 2005
3. [^ Gauntlet Scorpio v1.1 - games - replaced DanChess](#) by [Karl-Heinz Söntges](#), [CCC](#), June 02, 2005
4. [^ crafty clone?](#) by [Daniel Shawul](#), [Winboard Forum](#), November 28, 2003
5. [^ Re: definition of clones: Danchess an Crafty](#) by [Robert Hyatt](#), [CCC](#), February 15, 2004
6. [^ Re: WBEC Ridderkerk new results](#) by [Dann Corbit](#), [Winboard Forum](#), February 15, 2004
7. [^ DanChess with source code](#) by [Dann Corbit](#), [Winboard Forum](#), March 01, 2004

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