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### **DeepBrutePos,**

a chess engine by [Folkert van Heusden](#) written in [Java](#). It is a partial rewrite of [Pos](#). Pos was a wild experiment while DeepBrutePos is a more conventional [brute force negamax](#) with [ab pruning](#) program. It "talks" both the [XBoard](#) and [UCI](#) protocols.

Apart from being a regular chess engine, it also includes a "[puppet master](#)" mode with which it presents itself as an UCI- or XBoard engine and underneath talks to UCI or XBoard engines running on other systems. For each move it asks them what move to do and then selects the most common suggested one [\[1\]](#).

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- [Re: CSVN Programmers' Tournaments May 2014](#) by [Folkert van Heusden](#), [CCC](#), May 20, 2014

## External Links

- [DeepBrutePOS - An experimental chess program](#)

## References

1. [^ Re: CSVN Programmers' Tournaments May 2014](#) by [Folkert van Heusden](#), [CCC](#), May 20, 2014

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