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Edoardo Manino ^[2]

Edoardo Manino,
an Italian chess player and
computer chess programmer. After
many years of chess and
programming studies he created the
[open source chess engine ProChess](#)
written in [Visual Basic](#) ^[1], and the
engine [RamJet](#) written in [C](#).

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1. [^ ProChess102AD.zip | readme.txt](#)
2. [^ IOCSC 2011, 11' Campionato Italiano « G 6](#)

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