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[Lily Fairy](#) by [Luis Ricardo Falero](#)

Fairy-Max,

an [open source engine](#) for playing [chess variants](#) with [fairy chess pieces](#) by [Harm Geert Muller](#), written in [C](#) and compliant to the [Chess Engine Communication Protocol](#). Fairy-Max is based on [Micro-Max](#), and uses tables with step vectors for [move generation](#), and knows which pieces are [leapers](#) and which are [sliders](#) ^[1] ^[2] .

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- [Fairy-Max 4.8 released](#) by [Harm Geert Muller](#), [CCC](#), October 18, 2007
- [New Fairy-Max \(4.8L\) as demo for WB protocol extensions](#) by [Harm Geert Muller](#), [CCC](#),

September 03, 2009

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- [Fairy-Max 4.8_O released](#) by [Harm Geert Muller](#), [CCC](#), January 16, 2010
- [Fairy-Max now also plays Seirawan Chess!](#) by [Harm Geert Muller](#), [CCC](#), November 17, 2010
- [Fairy-Max 4.8R released](#) by [Harm Geert Muller](#), [CCC](#), October 07, 2011
- [Anatomy of a simple engine: Fairy-Max](#) by [Harm Geert Muller](#), [Winboard Forum | Chess Programming Lessons](#), March 28, 2013
- [Fairy-Max 4.8V](#) by [Harm Geert Muller](#), [CCC](#), October 23, 2014

2015 ...

- [Improved corner painting](#) by [Harm Geert Muller](#), [CCC](#), January 18, 2016 » [KBNK](#)
- [Fairy-Max 5.0a released](#) by [Harm Geert Muller](#), [CCC](#), January 26, 2016
- [Fairy-Max 5.0b released](#) by [Harm Geert Muller](#), [CCC](#), February 19, 2016

External Links

Chess Engine

- [Fairy-Max: an AI for playing user-defined Chess variants](#)
- [hgm.nubati.net Git - fairymax.git/summary](#)
- [Fairy-Max - XBoard](#)
- [Fairy-Max from Wikipedia](#)

Misc

- [Fairy chess from Wikipedia](#)
- [Fairy chess piece from Wikipedia](#)
- [Fairy from Wikipedia](#)

References

1. [^] [Fairy-Max: an AI for playing user-defined Chess variants](#)
2. [^] [Anatomy of a simple engine: Fairy-Max](#) by [Harm Geert Muller](#), [Winboard Forum | Chess Programming Lessons](#), March 28, 2013
3. [^] [Lily Fairy](#) by [Luis Ricardo Falero](#), 1888, [Oil on canvas](#), [Wikimedia Commons](#), [Fairy from Wikipedia](#)

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