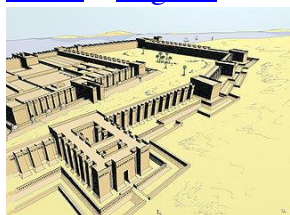


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Buhen fortress ^[4]

Fortress,

a [Chess Engine Communication Protocol](#) compliant chess engine written by [Alessandro Damiani](#) in [C](#), first released in October 1998 ^[1]. Fortress pioneered in [Rotated Indices](#), a deconcentrated version of [rotated bitboards](#). Alessandro once mentioned improving a version of [Schrüfer's](#) "most selective" [quiescence search](#) ^[2], found in Schrüfer's Ph.D. thesis *Minimax-Suchen* ^[3].

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Technical Details

^[5]

- Based on [bitboards](#) ([not the same rotated bitboards](#) as in [Crafty](#))

- [Search algorithm](#) is [Fail-Soft Alpha-Beta](#)
- [Iterative Deepening](#)
- Iterative [Aspiration Window](#)
- [Null Move Pruning](#)
- [Search extensions](#) ([checks](#), [promotion threats](#), [piece threats](#))
- [Transposition table](#)
- [Killer Heuristic](#)
- [History Heuristic](#)
- [Static evaluation](#): important information is [calculated incrementally](#) (e.g. [passed pawns](#)).

See also

- [Fortress](#) (Chess term)
- [Gk](#)
- [Rotated Indices](#)
- [Stonewall](#)
- [Ziggurat](#)

Forum Posts

- [futility cut-offs](#) by [Alessandro Damiani](#), [rgcc](#), November 14, 1997
- [New Version: FORTRESS V1.5, the new Morphy?](#) by [Alessandro Damiani](#), [CCC](#), January 15, 1999
- [Re: Home page for Fortress! ToDo: Opening book, ...](#) by [Alessandro Damiani](#), [CCC](#), September 09, 1999
- [Fortress 1.62 is available !](#) by [Frank Quisinsky](#), [Winboard Forum](#), May 22, 2000
- [Fortress 1.62 and Draw by 50 moves rule ?](#) by [Brice Boissel](#), [Winboard Forum](#), May 08, 2002

External Links

Chess Engine

- [Fortress](#) from [WBEC Ridderkerk](#)
- [Fortress « G 6](#)
- [Downloads](#) from [RWBC](#) by [Günther Simon](#)

Chess

- [Fortress \(chess\)](#) from [Wikipedia](#)
- [Fortress chess \(Variant\)](#) from [Wikipedia](#)

Misc

- [Fortress \(programming language\) - Wikipedia](#)
- [Fortification from Wikipedia](#)
- [Fort \(disambiguation\) from Wikipedia](#)

References

1. [^](#) [Fortress](#) from [WBEC Ridderkerk](#)
2. [^](#) [futility cut-offs](#) by [Alessandro Damiani](#), [rgcc](#), November 14, 1997
3. [^](#) [Günther Schröder](#) (1988). *Minimax-Suchen : Kosten, Qualität und Algorithmen*. [TU Braunschweig](#) (German)
4. [^](#) Artists impression of the battlements at [Buhen fortress](#) in [Ancient Egypt](#) about 1800 BC, Source: [Franck Monnier](#) (2010). [Les forteresses égyptiennes. Du Prédynastique au Nouvel Empire](#), collection [Connaissance de l'Égypte ancienne](#). Safran (éditions), Bruxelles, 978-2-87457-033-9, [Fortification from Wikipedia](#)
5. [^](#) based on [Downloads](#) from [RWBC](#) by [Günther Simon](#), [Fortress 1.62.zip / readme.doc](#)

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