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Frenzee,

a [Chess Engine Communication Protocol](#) compatible chess engine capable to play [Chess960](#), written by [Sune Fischer](#) in [C++](#), and first released in January 2002 ^[1]. [UCI](#) is supported for analyze mode. Frenzee is a [bitboard](#) engine gaining from 64-bit compile. Deep Frenzee applies a [parallel search](#) [sharing](#) the [transposition table](#) along with [PVS](#) and [null move pruning](#), has its own [book learning](#) technique, and is able to probe [Nalimov tablebases](#) ^[2].

Tournament Play

Frenzee play five consecutive [CCT Tournaments](#), starting with [CCT5](#) in January 2003, and two strong [ACCA World Computer Rapid Chess Championships](#), the [WCRCC 2007](#) and [WCRCC 2008](#).

Selected Games

[WCRCC 2008](#), round 5, [Frenzee](#) - [ZCT](#) ^[3] ^[4]

```
[Event "WCRCC 2008"]
[Site "Internet Chess Club"]
[Date "2008.06.21"]
[Round "5"]
[White "Frenzee"]
[Black "ZCT"]
```

[Result "1-0"]

1.e4 e5 2.Nf3 Nc6 3.c3 d5 4.Qa4 f6 5.d3 Be6 6.Be3 Nh6 7.Bxh6 gxh6 8.Nb
d2 Qe7
9.O-O-O d4 10.cxd4 exd4 11.Nxd4 Qc5+ 12.Nc2 O-O-
O 13.Nf3 b5 14.d4 bxa4 15.Ba6+
Kb8 16.dxc5 Rxd1+ 17.Rxd1 Bxc5 18.Bb5 Ne5 19.Ncd4 Bxa2 20.Nxe5 fxe5 21
.Nc6+ Kb7
22.Bxa4 Rg8 23.Rd2 Rxg2 24.b4 Bxf2 25.Rxa2 Be3+ 26.Kb1 Rg1+ 27.Kc2 Bf4
28.Kd3 Re1
29.Kc4 Rxe4+ 30.Kd5 Re3 31.Bb5 Rc3 32.Rxa7+ Kb6 33.Ra5 Be3 34.Nxe5 c6+
35.Bxc6 Kc7
36.Ra8 Bg1 37.Rh8 Bxh2 38.Rxh7+ Kc8 39.b5 Bg1 40.Nc4 Rd3+ 41.Ke6 Re3+
42.Nxe3 Bxe3
43.Bb7+ Kb8 44.Kd6 Bf4+ 45.Kc6 Be5 46.b6 Bd4 47.Rc7 Bxb6 48.Rc8+ Ka7 4
9.Ra8#
1-0

Forum Posts

- [Re: KDL Chess released! + Update and new name for ChessCraft](#) by [Leo Dijksman](#), [Winboard Forum](#), April 10, 2002
- [New Frenzee version 117](#) by [Sune Fischer](#), [Winboard Forum](#), April 27, 2002
- [Bug in Frenzee](#) by [Sune Fischer](#), [Winboard Forum](#), May 06, 2002
- [The Frenzee Report](#) by [Sune Fischer](#), [CCC](#), January 21, 2003 » [CCT5](#)
- [New frenzee](#) by [Sune Fischer](#), [Winboard Forum](#), February 02, 2004
- [Message for Frenzee programmer ...](#) by [Frank Quisinsky](#), [CCC](#), April 04, 2004
- [Re: Attack table](#) by [Sune Fischer](#), [Winboard Forum](#), October 07, 2004
- [PocketPC](#) by [Sune Fischer](#), [Winboard Forum](#), July 20, 2005
- [Re: 6-men Nalimov EGTB](#) by [Sune Fischer](#), [Winboard Forum](#), May 22, 2006
- [Frenzee 3.0 64-bit: #13 free 1-CPU engine in CCRL 40/4](#) by [Kirill Kryukov](#), [CCC](#), June 20, 2007
- [Deep Frenzee 3.0 as UCI: hash size?](#) by [Jouni Uski](#), [CCC](#), October 31, 2007
- [Question about Frenzee feb 08](#) by [Tugo](#), [Winboard Forum](#), February 11, 2008

External Links

- [Frenzee](#) from [WBEC Ridderkerk](#)
- [Index of /chess/engines/Norbert's collection/Frenzee \(Compilation\)](#) by [Norbert Raimund Leisner](#), hosted by [Kirill Kryukov](#)
- [Frenzee 3.5.19 64-bit](#) in [CCRL 40/4](#)
- [Frenzee 3.0](#) in [CCRL 40/4](#)
- [Frenzee 3.5.19 64-bit](#) in [CCRL 40/4 FRC](#)

References

1. ^ [Frenzee](#) from [WBEC Ridderkerk](#)
2. ^ [Deep Frenzee 3.0 - by Sune Fischer - FAQ](#)
3. ^ [2008 Second Annual ACCA World Computer Chess Championships - Results - PGN download](#)
4. ^ [ZCTACCAWCRCC](#) by [Zach Wegner](#), [CCC](#), July 02, 2008

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Page	Date Edited
CCT5	Feb 22, 2013
CCT6	May 29, 2014
CCT7	Dec 16, 2017
CCT8	Apr 6, 2013
CCT9	Aug 25, 2013
Eigenmann Endgame Test	Jun 1, 2017
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Frenzee	Feb 24, 2013
Sune Fischer	Apr 7, 2014
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