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Gochess,

an [open source](#) chess engine written by [Franziskus Domig](#) in [Golang](#). It is inspired by [chess-at-nite](#) ([C/C++](#)) and uses most of its concepts like a [0x88 board](#).

See also

- [Chess At Nite](#)

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- [GitHub - fdomig/gochess: A chess engine written in Go](#)

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