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Hydra,

a chess program by [Chrilly Donninger](#) supported by [book author Alex Kure](#) based on [Nimzo 3.5](#), written in [386 assembly](#) and running under [Windows](#). Hydra 97 played the [WMCCC 1997](#) in [Paris](#) with 7/11 for 4th to 8th place.

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Quotes

[Andreas Mader](#) on Hydra ^[2]:

I am not going to Paris, a "Nimzo team" will not be there, too.

Instead, a "Hydra team" will show up, because Chrilly Donninger changed the name of his child. This program is based on Nimzo 3.5, but most of the routines are new and many new ideas had been implemented. Hydra will only work with [Win 95 \(97, NT\)](#) and will not work under [DOS](#).

By now we are twiddling with the positional parameters (e.g. the brand new [mobility evaluation](#)) and there are many bugs in the program. Hydra is a "usual" Donninger program: Very fast and (by now) dumb. I have a Pentium 225 MMX and Hydra is doing approx. 180 KNPS on this machine. Maybe this is going to decrease when more knowledge is implemented. Chrilly also had a plan for "CHE++", but I think due to time problems this is not going to happen ...

See also

- [Cnidaria](#)
- [Dragon](#)
- [Hydra](#) the later [FPGA](#) machine
- [Mythology](#)
- [Nimzo](#)

Forum Posts

- [Good news: HYDRA \(former NIMZO\) will be engine for FRITZ](#) by [Rolf Tüschen](#), [rgcc](#), December 02, 1997
- [Good news: ...](#) by [Ingo Althöfer](#), [rgcc](#), December 20, 1997

External Links

Chess Engine

- [Hydra's ICGA Tournaments](#)

Misc

- [Lernaeon Hydra](#) from Wikipedia
 - [The Beast \(Revelation\)](#) from Wikipedia
 - [Hydra \(genus\)](#) from Wikipedia
 - [Toto - Hydra](#), [YouTube](#) Video
- lineup: [David Paich](#), [Steve Lukather](#), [Joseph Williams](#), [Steve Porcaro](#), [Simon Phillips](#), [Nathan East](#)

References

1. [△] The 16th-century German illustrator has been influenced by the [Beast of Revelation](#) in his depiction of the [Hydra](#)

2. [^ Re: How can Deep Blue lose?](#) by [Andreas Mader](#), [rgcc](#), August 20, 1997

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