

[Home](#) \* [Engines](#) \* **King of Kings**



[King of Kings](#) in the 1998 [2,000 Guineas](#) <sup>[8]</sup>

### **King of Kings, (KoK)**

a [WinBoard](#) compliant chess engine written by [Koundinya Veluri](#) in [C++](#), first released in May 2001 <sup>[1]</sup>. King of Kings applies [PVS](#) with [aspiration windows](#) inside an [iterative deepening](#) framework with [fractional ply](#) increments <sup>[2]</sup>. Version 2.30 introduced [PV extensions](#) in 2003 <sup>[3]</sup>, and in 2.50 [depth reduction](#) in [null move pruning](#) was increased from two to three plies, along with a more profound [king safety](#) routine in [evaluation](#) <sup>[4]</sup>. KoK uses two [transposition tables](#) supposable with different replacement schemes, size, and store and probe depth limits <sup>[5]</sup>, and a separate pawn-king [hash table](#) <sup>[6]</sup>. Apparently, it uses [biboards](#) with  $a8 = 0$ ,  $b8 = 1$ ,  $h1 = 63$  [square mapping](#) <sup>[7]</sup>. King of Kings played the [CCT4](#) with 6/11 and the [CCT6](#) with 6½/9 shared 4th - 6th along with [Junior](#) and [Ruffian](#), behind [Crafty](#), [Hiarcs](#) and [Zappa](#).

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## Selected Games

### CCT4

[CCT4](#), round 1, [King of Kings](#) - [Fritz 7](#) <sup>[9]</sup>

[Event "CCT4"]  
[Site "Internet Chess Club"]  
[Date "2002.01.19"]  
[Round "1"]  
[White "King of Kings 2.022"]  
[Black "Fritz 7.0.0.6"]  
[Result "1/2-1/2"]

1.d4 Nf6 2.c4 g6 3.Nf3 Bg7 4.Nc3 d5 5.Bf4 O-  
O 6.Rc1 dxc4 7.e3 Be6 8.Ng5 Bd5  
9.e4 h6 10.exd5 hxg5 11.Bxg5 Nxd5 12.Bxc4 Nb6 13.Bb3 Nc6 14.Ne2 a5 15.  
a4 Rc8  
16.Be3 e5 17.dxe5 Qxd1+ 18.Rxd1 Nxe5 19.Bxb6 cxb6 20.O-  
O Rfd8 21.Nf4 b5 22.Nd5  
Kf8 23.axb5 Nd7 24.Ra1 Nc5 25.Bc4 Nd3 26.Nb6 Nxb2 27.Bxf7 Rc5 28.Bxg6  
Rd6  
29.Rxa5 Rxb6 30.Ra8+ Ke7 31.Re1+ Kf6 32.Be8 Re6 33.Rxe6+ Kxe6 34.g4 Ke  
7 35.Bg6  
Rxb5 36.h4 Rb4 37.Re8+ Kf6 38.Bf5 Na4 39.Re6+ Kf7 40.h5 Nc5 41.Rg6 Be5  
42.h6  
Nb3 43.Kf1 Nd4 44.Rg5 Bf6 45.h7 Bg7 46.Be4 b5 47.Rd5 Ne6 48.f3 Ke7 49.  
g5 Nd4  
50.g6 Rc4 51.Kf2 Rc8 52.f4 b4 53.Ra5 Ne6 54.Rb5 b3 55.Rxb3 Nc5 56.Bf5  
Rf8  
57.Re3+ Kd6 58.Bc2 Rxf4+ 59.Kg2 Ne6 60.Rb3 Rf8 61.Rb5 Bh8 62.Rb7 Ke5 6  
3.Bb1  
Rd8 64.Kf2 Kf4 65.Re7 Ng7 66.Ra7 Rb8 67.Bd3 Kg5 68.Ra6 Ne8 69.Ke2 Nf6  
70.Rc6

Rd8 71.Bc2 Re8+ 72.Kd2 Nh5 73.Rc7 Kh6 74.Rc4 Nf6 75.Rh4+ Kg7 76.Ra4 Rd8+ 77.Ke2  
Kh6 78.Rh4+ Kg5 79.Rh2 Nd7 80.Rh3 Re8+ 81.Kd1 Ne5 82.Rb3 Kh6 1/2-1/2

## CCT6

[CCT6](#), round 5, [King of Kings](#) - [Comet](#) <sup>[10]</sup>

```
[Event "CCT6 45 10"]  
[Site "Internet Chess Club"]  
[Date "2004.01.31"]  
[Round "5"]  
[White "King fo Kings"]  
[Black "Comet B68"]  
[Result "1-0"]
```

```
1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.Nc3 c5 5.cxd5 Nxd5 6.e3 Nc6 7.Bd3 cxd4 8.e  
xd4 Be7  
9.O-O O-  
O 10.Re1 Bf6 11.Be4 Nce7 12.Qd3 h6 13.Ne5 Nxc3 14.Qxc3 Qb6 15.b3 Nd5  
16.Qd3 Rd8 17.Bh7+ Kf8 18.Qf3 Ne7 19.Re4 Qa6 20.Be3 Nd5 21.Qh5 Bxe5 22  
.dxe5 b6  
23.Rd4 Bb7 24.Bd2 Qa3 25.Rg4 Qb2 26.Rd1 Ne3 27.Rf4 Nf5 28.Rxf5 exf5 29  
.Bb4+ Ke8  
30.e6 Qf6 31.exf7+ Qxf7 32.Re1+ Be4 33.Bg6 Kd7 34.Bxf7 Kc6 35.Bc4 a5 3  
6.Qf7  
axb4 37.Bb5+ 1-0
```

## See also

- [Chester](#)
- [Mammal](#)
- [Metaphysics](#)
- [Nobility](#)
- [Ruffian](#)

## Forum Posts

- [King of Kings 1.93 by Koundinya Veluri \(Canada\) is available](#) by [Frank Quisinsky](#), [Winboard Forum](#), May 03, 2001
- [King of Kings 1.96 Released](#) by [Koundinya Veluri](#), [Winboard Forum](#), July 31, 2001
- [King of Kings 1.98 Released](#) by [Koundinya Veluri](#), [CCC](#), August 31, 2001
- [King of Kings 2.02](#) by [Koundinya Veluri](#), [CCC](#), December 10, 2001
- [King of Kings 2.03](#) by [Koundinya Veluri](#), [CCC](#), February 26, 2003

- [King of Kings 2.10](#) by [Koundinya Veluri](#), [CCC](#), March 11, 2003
- [King of Kings 2.12](#) by [Koundinya Veluri](#), [CCC](#), March 25, 2003
- [King of Kings 2.30](#) by [Koundinya Veluri](#), [Winboard Forum](#), August 19, 2003
- [King of Kings 2.50](#) by [Koundinya Veluri](#), [CCC](#), November 01, 2003

## External Links

### Chess Engine

- [KingOfKings](#) from [WBEC Ridderkerk](#)
- [King of Kings - Koundinya Veluri | Software Informer](#)
- [King of Kings 2.56](#) in [CCRL 40/4](#)
- [King of Kings 2.56](#) in [KCEC](#)
- [Index of /chess/engines/Norbert's collection/King of Kings \(Compilation\)](#) by [Norbert Raimund Leisner](#), hosted by [Kirill Kryukov](#)
- [Downloads](#) from [RWBC](#) by [Günther Simon](#)

### Misc

- [King of Kings](#) from [Wikipedia](#)
- [King of Kings \(disambiguation\)](#) from [Wikipedia](#)
- [King of Kings \(horse\)](#) from [Wikipedia](#)
- [King of Kings Horse Pedigree](#)

## References

1. [KingOfKings](#) from [WBEC Ridderkerk](#)
2. [King of Kings 1.98 Released](#) by [Koundinya Veluri](#), [CCC](#), August 31, 2001
3. [King of Kings 2.30](#) by [Koundinya Veluri](#), [Winboard Forum](#), August 19, 2003
4. [King of Kings 2.50](#) by [Koundinya Veluri](#), [CCC](#), November 01, 2003
5. [Re: Beowulf hot spots shown pictorially](#) by [Koundinya Veluri](#), [CCC](#), June 21, 2002 » [Beowulf, Transposition Table](#)
6. [King of Kings 2.02](#) by [Koundinya Veluri](#), [CCC](#), December 10, 2001
7. [Re: FirstBit\(\) in assembler](#) by [Koundinya Veluri](#), [CCC](#), January 13, 2002 » [BitScan](#)
8. [King of Kings](#) with [Michael Kinan](#) gallops home in the 1998 [2,000 Guineas](#), [Vote: Britain triumphed with Mystiko but who is your best 2,000 Guineas winner of the 1990s?](#) by [Mark Jeffreys](#), [Mail Online](#), May 2008
9. [PGN download](#) from [CCT4](#) hosted by [Volker Richey](#)
10. [PGN download](#) from [CCT6](#) hosted by [Volker Richey](#)

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<a href="#">Koundinya Veluri</a>	Feb 2, 2013
<a href="#">Ruffian</a>	Jun 6, 2017
<a href="#">University of Toronto</a>	Dec 8, 2017

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