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LL Chess,

a chess program with focus on [solving mates](#) written by [Leonid Liberman](#) in [x86 assembly](#) to run under [DOS](#), last modified in May 2001, still in it's beta stage ^[1]. LL Chess represents the board as plain [8x8 mailbox](#). The [search](#) uses several [brute-force](#) and [selective](#) layers.

Positional Logic

The so called positional logic, the logic of material exchange between the two sides takes following [point values](#) into account, as given in Leonid's *Chess Introduction* ^[2].

Piece	Score
Pawn	2000
Knight	4800
Bishop	4825
Rook	9100
Queen	18000
King	80000

Forum Posts

- [Please, say in few words what can reduce the "branching factor"](#) by [Leonid](#), [CCC](#), September 19, 1999 » [Branching Factor](#)
- [number of moves in position](#) by [Leonid](#), [CCC](#), September 19, 1999
- [What is the q-search?](#) by [Leonid](#), [CCC](#), January 07, 2000 » [Quiescence Search](#)
- [Branching factor, make me confuse more that ever](#) by [Leonid](#), [CCC](#), April 01, 2000
- [What is the average nodes per second for minimax?](#) by [Leonid](#), [CCC](#), June 15, 2000 » [Nodes per second](#)
- [Is the NPS tend to grow at the end of the game?](#) by [Leonid](#), [CCC](#), July 22, 2000
- [Remember Leonid Liberman \(author of LLCHES\)?](#) by [Dann Corbit](#), [CCC](#), May 23, 2015

External Links

- [LL Chess Game - End of the World Production, LLC.](#)
- [Chess Introduction](#) by [Leonid Liberman](#)
- [Procedure for finding the Check](#) by [Leonid Liberman](#)
- [New Ideas](#) by [Leonid Liberman](#)

References

1. [^ LL Chess Game - End of the World Production, LLC.](#)
2. [^ Chess Introduction](#) by [Leonid Liberman](#)

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Leonid Liberman	May 23, 2015
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