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Lion Melon Carving <sup>[5]</sup>

### **Lion**, (Lion++)

a [multi-processor](#) chess engine by primary author [Giancarlo Delli Colli](#), initially written in [Java](#) and later ported to [C++](#) based on the source code of [Fruit](#). Lion participated at the [CCC 2005](#) in [Bologna](#) and the [WCCC 2006](#) in [Turin](#). At the WCCC, after five rounds were played and a protest was filed by a participant, [Yngvi Björnsson](#) and independently [Jonathan Schaeffer](#) inspected Lion's source code and found it a close derivative of [Fabien Letouzey's](#) program Fruit, which would have been acceptable if this had been revealed, credit given, and permission received before entering <sup>[1]</sup>. The Lion authors did not deny, and provided their own [interpretation of rules](#) since they had included a file crediting the effort by Fabien Letouzey, albeit invisible for other people <sup>[2]</sup>. Lion++ 1.5 was disqualified according to rule 2 <sup>[3]</sup>. The controversial term 'application detail' was later amended by the [ICGA](#) and made explicit as 'submission details' as part of [rule 2](#) <sup>[4]</sup>.

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- [Re: Christmas Engine Quiz](#) by [Christopher Conkie](#), [Winboard Forum](#), December 18, 2008
- [Cipollino / Equinox / LION](#) by [Giancarlo Delli Carlo](#) by [Norbert Raimund Leisner](#), [CCC](#), May 28, 2009
- [Message from the Equinox author](#) by [Graham Banks](#), [CCC](#), March 05, 2013

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### Misc

- [Lion from Wikipedia](#)
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- [Lion \(name\) from Wikipedia](#)

## References

1. <sup>^</sup> [Computer Chess – a conversation](#), May 30. 2006

2. [^ Jaap van den Herik](#) (2006). *The Interpretation of Rules*. Editorial, [ICGA Journal](#), Vol. 29, No. 2, [pdf](#)
3. [^ Lion's ICGA Tournaments](#)
4. [^ WCCC Rules \(ICGA Tournaments\)](#), June 11-18, 2007
5. [^ Watermelon, Watermelon!](#) by [Chris Galvin](#), July 9, 2012

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