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Protej

a [WinBoard](#) compliant chess engine by [Alex Brunetti](#), written in [Delphi](#) and [Assembly](#). Protej applies [rotated bitboards](#) - its [search](#) evolved to [iterative deepening aspiration search](#) with [NegaScout alpha-beta](#), [null move pruning](#) with [R == 3](#), [transposition table](#), and basic search [extensions](#) and [reductions](#). The [quiescence search](#) ignores losing [captures](#), thanx to a fast [SEE](#) implementation ^[1]. So far, Protej played the [CCT9](#), [CCT10](#), [WCRCC 2014](#) online, and [CIPS 2007](#), [CCC 2008](#), and [CCC 2009](#) over the board.

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- [Protej 0.5.7](#) by [Alex Brunetti](#), [CCC](#), January 18, 2010
- [Protej 0.5.7 : 2000](#) by [Patrick Buchmann](#), [CCC](#), January 19, 2010
- [Protej 0.5.8](#) by [Alex Brunetti](#), [CCC](#), June 01, 2014

External Links

Chess Engine

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Misc

- [Protej \(mitologija\) wikipedia.hr](#) (Bosnian-Croatian)
[Proteus from Wikipedia](#)
- [protego - Wiktionary](#)

References

1. [^ Protej chess engine - chronology](#)

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