

[Home](#) * [Engines](#) * **RattateChess**



An iconic scene of [Nosferatu](#) ^[3]

RattateChess, (RattateChess Nosferatu)
a [Chess Engine Communication Protocol](#) compliant [open source chess engine](#) by [Maurizio Monge](#), written in [C++](#), released under the [GNU GPL](#), first announced in November 2002 ^[1]. RattateChess played a strong [CIPS 2007](#), becoming fourth with 4/6. RattateChess Nosferatu played the [I.G.W.T. 2013](#), where it lost from [Gaviota](#) in the round of sixteen. RattateChess is announced to be superseded by its successor under development, [RattatAjedrez](#), written in much cleaner code, with focus on [automatic tuning](#) of [evaluation](#) features and [search](#) parameters ^[2].

Table of Contents

[Description](#)

[Search](#)

[Evaluation](#)

[See also](#)

[Forum Posts](#)

[External Links](#)

[Chess Engine](#)

[Misc](#)

[References](#)

[What links here?](#)

Description

Search

Using a [0x88](#) board representation, RattateChess performs [NegaScout alpha-beta](#) with [null move pruning](#) and [threat extensions](#), [transposition table](#) and [IID](#) inside a [fractional ply iterative deepening](#) framework with 1/100 ply resolution. Beside [quiescence search](#), further [selectivity](#) is realized by [history reductions](#), [futility pruning](#), [recapture extensions](#), and [single-reply extension](#).

Evaluation

The [evaluation](#) considers [material](#) through [piece-square tables](#) for knights and bishops, [bishop pair](#), [pawn structure](#) addressing [backward](#), [isolated](#), [doubled](#) and [passed pawns](#), [development](#), [square-](#) and [center control](#), [rook on \(semi\) open files](#) and [seventh rank](#), and [king safety](#) through (half) open neighbored files, and [king piece](#) and piece attack tropism.

See also

- [Comics](#)
- [Demonology](#)
- [Fiction](#)
- [Mammal](#)

Forum Posts

- [New Chess Engine ?](#) by [Benny Antonsson](#), [Winboard Forum](#), November 13, 2002
- [Rattatechess 0.666 alpha windows build](#) by [Jim Ablett](#), [Winboard Forum](#), October 09, 2005
- [Rattatechess new version and website](#) by [Alex Brunetti](#), [CCC](#), February 24, 2010

External Links

Chess Engine

- [Public Git Hosting - rattatechess.git/summary](#)
- [RattatAjedrez](#)
- [Index of /chess/engines/Jim Ablett/RATTATECHESS](#) by [Jim Ablett](#), hosted by [Kirill Kryukov](#)
- [Index of /chess/engines/Jim Ablett/+++ LINUX ENGINES ++/32 BIT/rattatechess-nosferatu](#) by [Jim Ablett](#), hosted by [Kirill Kryukov](#)

- [Rattatechess](#) from [WBEC Ridderkerk](#)
- [RattateChess 1.0 Nosferatu](#) in [CCRL 40/4](#)
- [RattateChess 1.0 Nosferatu](#) in [CCRL 40/40](#)

Misc

- [Rattata - Wikipedia.it](#)
- [Rattata - List of Pokémon - Wikipedia](#)
- [Nosferatu \(word\) from Wikipedia](#)
- [Nosferatu from Wikipedia](#)
- [Nosferatu \(disambiguation\) from Wikipedia](#)
- [Rat from Wikipedia](#)

References

1. [^] [New Chess Engine ?](#) by [Benny Antonsson](#), [Winboard Forum](#), November 13, 2002
2. [^] [RattatAjedrez](#)
3. [^] A screenshot of the 1922 film, [Nosferatu](#) with [Max Schreck](#) as [Count Orlok](#)

What links here?

| Page | Date Edited |
|---------------------------------|--------------|
| Benny Antonsson | Aug 17, 2014 |
| CIPS 2007 | Jan 6, 2014 |
| Engines | Mar 10, 2018 |
| IGWT 2013 | Jun 23, 2014 |
| IGWT 2014 | Feb 2, 2016 |
| Mathematician | Apr 9, 2018 |
| Maurizio Monge | Nov 27, 2015 |
| RattateChess | Dec 2, 2014 |

[Up one level](#)