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Simple Simon and the pie man ^[2]

Simon,

a [WinBoard](#) compliant, didactic [open source chess engine](#) written by [Dan Honeycutt](#) in [C++](#) as little brother of [Bruja](#), released in January 2005 into the [public domain](#). It comes with a very basic [search](#) and [evaluation](#), but is a fully functional Winboard engine using [bitboard](#) infrastructure and [rotated bitboards](#) for [sliding piece attacks](#).

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References

1. [^] [Bruja](#) from [WBEC Ridderkerk](#)
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