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Sjaak ^[1], (TrojanKnight)
a private chess and [Antichess](#) ^[2] playing program by [Ronald de Man](#), registered under the handle *TrojanKnight* ^[3] at [FICS](#) ^[4] ^[5]. Sjaak has a [parallel SMP search](#) ^[6], and was test bed of Ronald de Man's [Syzygy Bases](#) ^[7].

Namesake

- [Sjaak](#) by [Evert Glebbeek](#) ^[8]

See also

- [Given Name](#)
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External Links

- [Sjaak from Wikipedia](#)
- [Sjaak from Wikipedia.nl](#) (Dutch)
- [ICGA: Losing Chess](#) by [Guy Haworth](#)

References

- ↑ [Sjaak](#) - Dutch [given name](#) derived from [Jacob](#), pronunciation similar to [Schaak](#)
- ↑ [ICGA: Losing Chess](#) by [Guy Haworth](#)
- ↑ [Re: AEGON 97/ 1st round: HIARCS lost](#) by [Ronald de Man](#), [rgcc](#), April 25 1997

4. ^ [FICS Statistics - April 2004, Best Ratings - Computer List](#)
5. ^ [Statistics for TrojanKnight\(C\)](#)
6. ^ [Re: back to the Komodo SMP issue](#) by [Marcel van Kervinck](#), [CCC](#), July 06, 2013
7. ^ [New 6-piece tablebases](#) by [Ronald de Man](#), [CCC](#), April 01, 2013
8. ^ [Re: New Spartan-Chess engine: Sjaak](#) by [Vladimir Xern](#), [CCC](#), January 21, 2011

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