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Helix pomatia ^[5]

SnailChess,

an experimental [WinBoard](#) compliant chess engine by [Rasjid Chan](#) with the fame of a slow searcher, written in [C](#), first released in November 1999. SnailChess started as plain [alpha-beta](#) searcher, SnailChess **1.07** used [NegaScout](#) with [transposition table](#) and [null move pruning](#) ^[1], an intermediate **SnailSCP** was a partial clone of [TSCP](#) ^[2].

The last public SnailChess **4.013** was released in June 2002 ^[3]. Then SnailChess became a testbed for various [board representations](#) and [move generation](#) techniques, using [incremental updated attack tables](#) and various [bitboard](#) methods such as [rotated](#) and [magic bitboards](#), and applied an [iterative search](#) with a [stack](#) of structs ^[4].

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- [New kid on the block : Snailchess](#) by K1, [Winboard Forum](#), November 04, 1999
- [SOS 031199, Ant 4.16 und SnailChess 1.01](#) by [Andreas Herrmann](#), [CCC](#), November 22, 1999

2000 ...

- [SnailChess-new release](#) by [Rasjid Chan](#), [Winboard Forum](#), June 03, 2000
- [SnailChess ver 1.07](#) by [Rasjid Chan](#), [Winboard Forum](#), September 28, 2000
- [SnailChess Copper, a new re-write](#) by [Rasjid Chan](#), [Winboard Forum](#), May 12, 2001
- [SnailChess Copper ver 2.1](#) by [Rasjid Chan](#), [Winboard Forum](#), May 18, 2001
- [SnailChess Ver 3.01 is now at homepage](#) by [Rasjid Chan](#), [Winboard Forum](#), November 19, 2001
- [SnailChess](#) by [Andreas Herrmann](#), [Winboard Forum](#), January 08, 2002
- [SnailChess Copper Revived- Ver 4.0](#) by [Rasjid Chan](#), [Winboard Forum](#), June 21, 2002

2005 ...

- [Does simple futility prune work](#) by [Rasjid Chan](#), [Winboard Forum](#), March 27, 2005
- [Re: NPS](#) by [Rasjid Chan](#), [Winboard Forum](#), September 01, 2005
- [Help! SnailChess Debug problem](#) by [Rasjid Chan](#), [Winboard Forum](#), December 28, 2005
- [Re: Fastest Magic Move Bitboard Generator ready to use](#) by [Rasjid Chan](#), [Winboard Forum](#), August 28, 2006
- [Re: Help Finding X](#) by [Rasjid Chan](#), [CCC](#), June 09, 2007 » [KPK](#)

External Links

Chess Engine

- [SnailChess](#) from [WBEC Ridderkerk](#)
- [SnailChess 4.013](#) in [CCRL 40/4](#)
- [SnailChess 4.013](#) in [KCEC](#)

Misc

- [Snail from Wikipedia](#)
- [Snail \(disambiguation\) from Wikipedia](#)
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- [Snail slime from Wikipedia](#)
- [A snail can slide over a razor blade without being hurt. | Wikistupidia](#) ^[6]
- [SKNAIL](#) - The Other Side, produced by [Bastien Bron](#), [YouTube](#) Video

References

1. [^](#) [SnailChess ver 1.07](#) by [Rasjid Chan](#), [Winboard Forum](#), September 28, 2000
2. [^](#) [SnailChess-new release](#) by [Rasjid Chan](#), [Winboard Forum](#), June 03, 2000
3. [^](#) [SnailChess 4.013](#) is available from the [RWBC](#) download site
4. [^](#) [Re: Fastest Magic Move Bitboard Generator ready to use](#) by [Rasjid Chan](#), [Winboard Forum](#), August 28, 2006
5. [^](#) [Picture of Helix pomatia](#) by [Jürgen Schoner](#), May 23, 2005, [Snail from Wikipedia](#)
6. [^](#) [Warum können Schnecken über Rasierklingen kriechen, ohne sich zu verletzen?](#), [Kopfball DasErste](#) (German)

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