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The Bogey-Man is coming ^[4]

Stobor,
a private chess engine by [Tom Kerrigan](#), reportedly commercially available under a different name(s) ^[1]. It's named after the [bogeyman](#) character in [Robert Heinlein's](#) book, [Tunnel in the Sky](#) ^[2]. Stobor is also "Robots" spelled backwards.

Stobor played two [World Microcomputer Chess Championship](#), the [WMCCC 1995](#) in [Paderborn](#) and the [WMCCC 1997](#) in [Paris](#), and further the [IPCCC 1997](#) ^[3].

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History

from [Tom Kerrigan's](#) Home Page ^[5]:

The first version of Stobor was mainly influenced by a paper on [CHESS 4.0](#). It used attack [bitboards](#). It was slow and never very stable and I rewrote it at the beginning of 1995 to use precomputed move tables, like [Ferret](#) and [GNU Chess 3](#). I rewrote most of it again in 1999 to use [0x88](#) and implemented [parallel search](#) in 2003. Stobor and I owe a lot to [Bruce Moreland](#).

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References

1. [^] [Stobor from Tom Kerrigan's Home Page](#) - Commercial use
2. [^] [Beware of stobor!: Robert A. Heinlein's Tunnel in the Sky](#) review by [Jo Walton](#), November 14, 2011
3. [^] [Paderborn 1997 - Tom Kerrigan's Home Page](#)
4. [^] [Here Comes the Bogey-Man](#) by [Francisco Goya](#), ca. 1797, [Brooklyn Museum](#)
5. [^] [Stobor from Tom Kerrigan's Home Page](#) - History

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