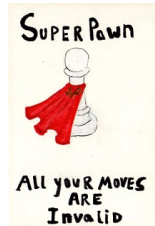


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Superpawn logo ^[3]

Superpawn, an [UCI](#) conform, experimental [open source chess engine](#) by [John Byrd](#), written in [C++](#), licensed under [Creative Commons 3.0 Attribution Unported](#), and first released in January 2015 ^[1]. Superpawn comes with a single C++ source file ^[2], requires a [C++11](#) compiler, and provides a [CMake](#) implementation to target builds using [Microsoft VC 2013](#), [GCC 3.8.2](#) (or higher) or [Clang](#) compilers, to run Superpawn on [Windows](#), [Linux](#) or [Mac OS](#) respectively.

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Description

The program features a [principal variation search](#) with [transposition table](#), and a basic [material](#) and

[mobility evaluation](#), considering [middlegame](#) and [endgame piece-square tables](#), [tapered](#) by current [game stage](#). The [board is represented](#) as [array](#) of 64 [pointer](#)s to [piece objects](#). A piece is an [abstract class](#) with [pure virtual](#) *PieceValue* and *GenerateMoves* methods, implemented in the concrete, derived piece classes including NoPiece for empty squares.

Quote

by Superpawn's author, [John Byrd](#) ^[4]:

Superpawn is an excellent example of the "objects gone wild" style of programming, in which Everything Is An Object. Even the pieces themselves are objects; they know how to move, capture, etc. This of course slows down the [move generation](#) and evaluation process immensely, making this program irredeemably slow in tournament conditions. However, its logic is easy to follow and extend as you see fit.

See also

- [Chess Pieces](#)
- [Comics](#)
- [Fiction](#)
- [SuperChess](#)
- [Superstar](#)

Forum Posts

- [Greetings](#) by [John Byrd](#), [OpenChess Forum](#), January 21, 2015
- [Greetings, and a new engine](#) by [John Byrd](#), [OpenChess Forum](#), January 25, 2015

External Links

Chess Engine

- [Superpawn](#)
- [johnwbyrd/superpawn · GitHub](#)

Misc

- [super- - Wiktionary](#)

- [Secrets of the Super Pawn](#) by [Gregory Serper](#), [Chess.com](#), November 02, 2014
- [Cash America International \(SuperPawn\)](#) from [Wikipedia](#)
- [Superman](#) from [Wikipedia](#)
- [Supergirl](#) from [Wikipedia](#)
- [Superboy \(Kon-El\)](#) from [Wikipedia](#)

References

1. [^ Greetings, and a new engine](#) by [John Byrd](#), [OpenChess Forum](#), January 25, 2015
2. [^ superpawn/Chess.cpp at master · johnwbyrd/superpawn · GitHub](#)
3. [^ Superpawn logo](#) designed by Angela M. Eads
4. [^ Superpawn](#)

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