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Teki ^[3] ^[4]

Teki,

a free, [UCI](#) compliant [open source chess engine](#) under the terms of the [MIT license](#) ^[1], written in [C++](#) by [Manik Charan](#), first released in March 2018 ^[2]. With focus on simplicity, Teki determines [sliding piece attacks](#) ray-wise using the [classical approach](#). Teki performs [monochrome move generation](#) and therefor [color flips](#) its internal board after each [move made](#).

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Forum Posts

- [Teki chess engine](#) by [Manik Charan](#), [CCC](#), March 08, 2018
[Re: Teki chess engine](#) by [Manik Charan](#), [CCC](#), March 11, 2018
- [Teki 2 released](#) by [Manik Charan](#), [CCC](#), March 29, 2018

External Links

Chess Engine

- [GitHub - Mk-Chan/Teki: A free UCI-compliant chess engine in C++](#)
[Release Teki 2 · Mk-Chan/Teki · GitHub](#)
- [Teki 1 64-bit](#) in [CCRL 40/4](#)

Misc

- [teki](#) - Wiktionary
- [ꞤꞤ](#) - Wiktionary
- [Teki Paki](#) from Wikipedia
- [Teki Biçoku](#) from Wikipedia
- [Teki Dervishi](#) from Wikipedia
- [Teki Latex](#) - Dinosaurs With Guns, [YouTube](#) Video

References

1. ^ [Re: Teki chess engine](#) by [Manik Charan, CCC](#), March 11, 2018
2. ^ [Teki chess engine](#) by [Manik Charan, CCC](#), March 08, 2018
3. ^ In [Tok Pisin](#) a [turkey](#) is called [Teki](#)
4. ^ [Image](#) of a [Wild turkey](#), by Dimus, April 03, 2005, [Wikimedia Commons](#)
5. ^ [Teki/position.h at master · Mk-Chan/Teki · GitHub](#)
6. ^ [Search](#) features based on [Teki/search.cpp at master · Mk-Chan/Teki · GitHub](#)
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