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Vanilla chess checkerboard cookies
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Vanilla Chess, (Vchess)

a [WinBoard](#) compliant [open source chess engine](#) by [Shaun Press](#), written in [C](#). It features a [0x88](#) board and an offset [move generator](#) with its nested loops over [pieces](#), [directions](#), and for [sliding pieces](#), from the closest to the farthest [target square](#) per direction. Its [search](#) is vanilla plain [alpha-beta](#) with [iterative deepening](#), [aspiration windows](#), [history heuristic](#) and [transposition table](#), according to its author, the [evaluation](#) is a bit messy [\[1\]](#). Vanilla Chess has been around since 1996, participating in all [NC3](#) events.

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Source Code

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Header

```
/* **** */
/*                                     */
/* Program: Vanilla Chess V2.6       */
/* Author: Shaun Press               */
/* Date: February 1997               */
/* ...                               */
/* Very simple chess program that    */
/* plays legal chess.                 */
/* Now has transposition tables      */
/* search windows, move ordering     */
/* (History Heuristic)               */
/*                                     */
/*PS Don't look at the eval function */
/*                                     */
/* **** */
```

Move Generation

Sample [move generation](#) routine for bishops, also used for diagonal queen moves:

```
void bishopmoves(int mover, struct movelisttype *
movelist, int nsquare) {
    int loop, otherp;
    int bishopdir[4] = {0xf, 0x11, -0x11, -0xf};
    struct movetype pmove;

    otherp = opponent[mover];
    pmove.startsq = nsquare;
    pmove.piece = board.square[nsquare].piece;
    pmove.special = EMPTY;
    for (loop = 0; loop < 4; loop++) {
        pmove.endsq = nsquare + bishopdir[loop];
        pmove.capture = nocapture;
        while (!(pmove.endsq & 0x88) && (board.square[pmove.endsq].
```

```
colour == EMPTY)) {
    addmove(mover, &pmove, movelist);
    pmove.endsq += bishopdir[loop];
}
if (!(pmove.endsq & 0x88) && (board.square[pmove.endsq].
colour == otherp)) {
    pmove.capture = board.square[pmove.endsq].piece;
    addmove(mover, &pmove, movelist);
}
}
```

Selected Games

[NC3 2003](#), round 1, [VChess](#) - [Kanguruh](#) ^[4]

```
[Event "NC3 2003"]
[Site "RedHill, Canberra, Australia"]
[Date "2003.07.22"]
[Round "1"]
[White "VChess"]
[Black "Kanguruh"]
[Result "1-0"]
```

```
1.Nc3 e5 2.Nf3 Nc6 3.e4 g6 4.Bc4 Bg7 5.O-O Nge7 6.Ng5 O-
O 7.d3 Na5 8.Bxf7+ Rxf7
9.Nxf7 Kxf7 10.Be3 Kg8 11.Qd2 Nac6 12.Rae1 d6 13. Bg5 Bg4 14.a4 Nb4 15
.f3 Be6
16.f4 exf4 17.Rxf4 c5 18.Ref1 Qd7 19. Ne2 Nbc6 20.c3 Bb3 21.Nc1 Bxa4 2
2.b4 Kh8
23.bxc5 dxc5 24.Rf7 Re8 25.Qa2 c4 26.Qxa4 cxd3 27.Qa2 Qd6 28.Rxg7 Qc5+
29.Kh1
Nd5 30.Rff7 Rxe4 31.Nxd3 Qd6 32.Bh6 Qxh2+ 33.Kxh2 Rh4+ 34.Kg1 Rxh6 35.
Qxd5 Rh5
36.Qd7 Rh1+ 37.Kxh1 Ne7 38.Rxh7+ Kg8 39.Qe8+ 1-0
```

See also

- [Fencer](#)
- [Food](#)

Forum Posts

- [Re: cheaper search ?](#) by [Shaun Press](#), [rgcc](#), April 28, 1997 » [Copy-Make](#), [KnightCap](#)
- [Vanilla Chess by Shaun Press \(1997\) resurrected](#) by [Jim Ablett](#), [Winboard Forum](#), September 13, 2006

External Links

Chess Engine

- [NC3 2003 - List of Entries](#)
- [NC3 2004 - List of Entries](#)
- [NC3 2005 - List of Entries](#)
- [chessexpress: Tridge](#) by [Shaun Press](#), July 23, 2007 » [KnightCap](#), [Andrew Tridgell](#)
- [Index of /chess/engines/Norbert's collection/Vanilla Chess \(Compilation\)](#) by [Norbert Raimund Leisner](#), hosted by [Kirill Kryukov](#) » [Jim Ablett](#), [Dann Corbit](#)

Misc

- [Vanilla \(disambiguation\) from Wikipedia](#)
- [Vanilla from Wikipedia](#)
- [Vanilla \(genus\) from Wikipedia](#)
- [Tahitian Vanilla Beans from Papua New Guinea](#)
- [Chess pie from Wikipedia](#)
- [How do vanilla chess checkerboard cookies?](#)
- [Vanilla software from Wikipedia](#)

References

1. [^](#) [NC3 2003 - List of Entries](#)
2. [^](#) [How do vanilla chess checkerboard cookies?](#)
3. [^](#) [Index of /chess/engines/Norbert's collection/Vanilla Chess \(Compilation\)/v2.6g JA/vanillachess26g/modified src code/vchess26g.c](#)
4. [^](#) [NC3 - 2003 Australian National Computer Chess Championship](#) by [Thomas McBurney](#)

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