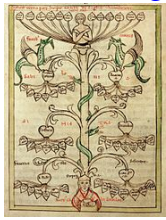


[Home](#) \* [Engines](#) \* **Vice**



Tree of Vices <sup>[3]</sup>

**Vice**, (Video Instructional Chess Engine)

a didactic [open source chess engine](#) by [BlueFeverSoft](#), written in [C](#), and introduced in a series of 87 + 8 [YouTube](#) videos from May 2013 until January 2014 <sup>[1]</sup>.

Vice [represents the board](#) with a [120 square array](#) and additionally has some [bitboards](#) for [pawn](#) stuff. It applies an [alpha-beta](#) search with [transposition table](#), [null move pruning](#) and [quiescence](#) inside an [iterative deepening framework](#). It is compatible with the [UCI](#) and the [Chess Engine Communication Protocol](#), and since version 1.1, supports the [PolyGlot opening book](#) format <sup>[2]</sup>.

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- [Vice 1.0](#) by [Adam Hair](#), [CCC](#), August 22, 2013

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## References

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2. [^ Vice ReadMe File and Download](#)
3. [^ "Tree of Vices" from Speculum Virginum](#), [Walters Art Museum](#), [Ms. W.72, fol. 25v](#), Early [13th century](#) manuscript from the [Cistercian abbey of Himmerode](#), [Vices Speculum Virginum W72 25v.jpg - Wikimedia Commons](#), [Tree of virtues and tree of vices from Wikipedia](#)

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