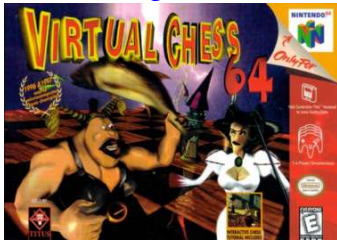


[Home](#) \* [Engines](#) \* **Virtual Chess**



Virtual Chess 64 cover <sup>[4]</sup>

### Virtual Chess,

a commercial chess program by [Marc-François Baudot](#) and [Jean-Christophe Weill](#) market by [Titus](#). It is the [Windows](#) version of the [Virtua Chess MS-DOS](#) program, also ported to the [Nintendo 64 Video game console](#) released in 1998 as [Virtual Chess 64](#), featuring a [3D Graphics Board](#) with [animations](#) similar to [Battle Chess](#). Virtual Chess participated at the [WMCCC 1995](#), and became two times Professional World Microcomputer Chess Champion <sup>[1]</sup> at the [WMCCC 1996](#) and [WMCCC 1997](#) (runner-up behind [Junior](#)). In 1997, Virtual Chess won the [5th French Computer Chess Championship](#) and participated at the [WCCC 1999](#). Beside other human-machine matches <sup>[2]</sup>, Virtual Chess played the [Harvard Cup 1995](#) and the [Aegon 1997](#) <sup>[3]</sup>.

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## Description

given in 1999 from the [ICGA](#) site <sup>[5]</sup>:

Virtual Chess is the commercial version of the [Écume](#) and [Cumulus 2](#) chess programs. It holds the title of World Professional Computer Chess Program '97. Its most recent result: a 1.5/2 match win against GMI [Etienne Bacrot](#) at the [Cap d'Agde](#) tournament. It finished first (tied with [Vaisser](#) and [Chernin](#)) of the [1996 rapid Aubervilliers tournament](#).

The chess engine is written in [C](#) and 32 bits [assembly](#). It is based on [PVS](#), uses [null move pruning](#) and includes dynamic [evaluation](#) of [king safety](#) and [pawn structure](#). The evaluation function attempts to build plans whenever it recognizes important features in a position. It runs on a [PC](#) with [Windows](#) (95, 98 or NT), with a splendid [graphical](#) interface written by the French firm [Titus Interactive](#) <sup>[6]</sup>.

## Selected Games

```
[Event "Cap d'Agde comp m"]
[Site "Cap d'Agde"]
[Date "1998.?.?.?"]
[Round "1"]
[Result "1/2-1/2"]
[White "Virtual Chess"]
[Black "Etienne Bacrot"]
```

```
1.e4 e5 2.Bc4 Nc6 3.Nf3 Bc5 4.d3 Nf6 5.c3 O-O 6.O-O Bb6 7.Bg5 d6
8.Nbd2 h6 9.Bh4 Bg4 10.Bd5 g5 11.Bxc6 bxc6 12.Bg3 Nh5 13.Qa4 Bd7
14.Nc4 Nf4 15.Bxf4 gxf4 16.Rfd1 Qe7 17.Re1 Kh7 18.d4 f6 19.Qd1 Rg8
20.Kh1 Be6 21.Qd3 Qf7 22.Nxb6 axb6 23.d5 Bd7 24.c4 c5 25.a3 Qh5
26.b3 Rg7 27.Rec1 f5 28.Nd2 Kh8 29.Re1 Rag8 30.Rg1 Rg4 31.Qf3 R8g5
32.exf5 Bxf5 33.Rae1 Qh4 34.Re2 Rh5 35.Nf1 Rg7 36.Qc3 Bg4 37.f3 Bf5
38.Qe1 Rg3 39.Rd2 Kg7 40.b4 cxb4 41.axb4 Kf7 42.Qf2 Rg8 43.Qxh4 Rxh4
44.Ra2 Ke7 45.Nd2 Rh5 46.Ra7 Kd7 47.Ne4 Bxe4 48.fxe4 Rg3 49.Raa1 Re3
```

50.Rge1 Rxe1+ 51.Rxe1 Rg5 52.Ra1 Rg8 53.Ra3 h5 54.Kg1 Rb8  
55.b5 Rg8 56.Kf2 Rh8 1/2-1/2

[Event "Cap d'Agde comp m"]  
[Site "Cap d'Agde"]  
[Date "1998.?.?.?"]  
[Round "2"]  
[Result "0-1"]  
[White "Etienne Bacrot"]  
[Black "Virtual Chess"]

1.d4 d5 2.c4 Nc6 3.Nc3 dxc4 4.d5 Ne5 5.f4 Nd7 6.e4 Nb6 7.a4 a5 8.Be3 e6  
9.Bxb6 cxb6 10.Bxc4 Bb4 11.Bb5+ Kf8 12.dxe6 Bxe6 13.Qf3 Nf6 14.f5 Bd7  
15.Nge2 Bxb5 16.axb5 Qe7 17.O-O Re8 18.Ng3 Qe5 19.Rad1 h5 20.Nd5 h4  
21.Nxf6 gxf6 22.Nh5 Bd6 23.Rxd6 Qc5+ 24.Kh1 Qxd6 25.Qg4 Qd4 26.Qg7+ Ke7  
27.e5 Rxh5 28.exf6+ Kd8 29.Qxf7 Rxf5 0-1

Games and short analyze on Lichess.org : [game 1](#) , [game 2](#)

## See also

- [Virtua Chess](#)
- [Virtual Kasparov](#)

## Forum Posts

### 1997 ...

- [Why no Virtual Chess included in SSDF?](#) by Saran Maitreiwach, [rgcc](#), January 01, 1997 » [SSDF](#)
- [AEGON \(2\): Virtual Chess defeated GM Cifuentes](#) by Enrico, [rgcc](#), April 17, 1997 » [Aegon 1997](#)
- [Nintendo 64 Chess](#) by [Jean-Christophe Weill](#), [rgcc](#), January 06, 1998
- [Virtual Chess II available in which versions?](#) by [Harald Faber](#), [rgcc](#), March 10, 1998
- [Re: Virtual Chess II available in which versions?](#) by [Jean-Christophe Weill](#), [rgcc](#), March 12, 1998
- [Let's talk about Virtual Chess](#) by [Christophe Théron](#), [CCC](#), May 30, 1998
- [virtual chess 64](#) by Oliver Y., [CCC](#), June 22, 1998
- [Virtual Chess 64](#) by Don Getkey, [rgcc](#), July 21, 1998
- [Virtual chess goes with large distributors](#) by Francesco Di Tolla, [CCC](#), July 12, 1999

### 2000 ...

- [What is the rating of Virtual Chess II ?](#) by [Didzis Cirulis](#), [CCC](#), November 13, 2000
- [Virtual Chess II](#) by Roy Eassa, [CCC](#), December 08, 2000
- [virtual chess](#) by Colin Hanson, [CCC](#), June 17, 2002
- [Virtual Chess Program](#) by Frank Zimmer, [CCC](#), July 14, 2002
- [Any news about Virtual Chess3 ?](#) by [Thorsten Czub](#), [CCC](#), June 27, 2003
- [Virtual Chess 3 info](#) by ludicrous, [CCC](#), July 07, 2003
- [Virtual Chess 2](#) by Louis Lev, [CCC](#), August 19, 2005

## 2010 ...

- [A 20 games match against Virtual Chess II 2.04....](#) by [Dr.Wael Deeb](#), [CCC](#), August 04, 2010
- [The amazing style of Virtual Chess II...](#) by [Dr.Wael Deeb](#), [CCC](#), January 25, 2012
- [Rating list with Virtual Chess 2 and/or Chess System Tal ?](#) by [Vincent Lejeune](#), [CCC](#), January 26, 2012 » [Chess System Tal](#)
- [Virtual Chess II](#) by Colin Gough, [CCC](#), December 07, 2016

## External Links

- [Virtual Chess' ICGA Tournaments](#)
- [Virtual Chess' games](#) from [chessgames.com](#)
- [Virtual Chess 64](#) from [Wikipedia](#)
- [Virtual Chess 64 - The Nintendo Wiki](#)
- [Virtual Chess 64 Box Shot for Nintendo 64 - GameFAQs](#)
- [Virtual Chess 64 - Nintendo 64 Review](#) at [IGN](#)

## References

1. [^](#) [Virtual Chess' ICGA Tournaments](#) with [Virtual Chess](#)
2. [^](#) [Virtual Chess' games](#) from [chessgames.com](#)
3. [^](#) [Aegon 1997](#) from the [CSVN](#) site
4. [^](#) This is the cover art for Virtual Chess 64. The cover art copyright is believed to belong to the distributor of the game or the publisher, [Titus Software](#), [Virtual Chess 64 from Wikipedia](#)
5. [^](#) [Virtual Chess' ICGA Tournaments](#)
6. [^](#) [Titus Software](#)

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