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WyldChess,

an [UCI](#) and [Chess Engine Communication Protocol](#) compliant [open source chess engine](#) by [Manik Charan](#), licensed under the [GNU General Public License v3.0](#), written in [C/C++](#), first released in October 2016.

Origin of ideas and implementations are documented inside the source code, e.g. [tapered eval SIMD score](#)^[1], or [SEE](#) from [Stockfish](#). Since version 1.5, released in June 2017, WyldChess supports [Syzygy Bases](#)^[2].

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- [Syzygy Bases](#) (1.5)

See also

- [Teki](#)

Forum Posts

- [WyldChess new release now UCI](#) by [Günther Simon](#), [CCC](#), October 13, 2016
- [Strange behaviour of WyldChess under WinBoard](#) by [Gabor Szots](#), [CCC](#), November 27, 2016
- [WyldChess 1.3 released](#) by [Manik Charan](#), [CCC](#), January 14, 2017
- [WyldChess 1.4 released](#) by [Manik Charan](#), [CCC](#), March 12, 2017
- [WyldChess 1.5 released](#) by [Manik Charan](#), [CCC](#), June 04, 2017

External Links

- [GitHub - Mk-Chan/WyldChess: A UCI/Xboard compatible chess engine in C/C++](#)
[GitHub - Mk-Chan/BBPerft: A fast, bitboard based chess perft result generator derived from WyldChess](#) » [Perft](#)
- [WyldChess](#) at [CCRL 40/4](#)

References

1. [^ WyldChess/defs.h at master · Mk-Chan/WyldChess · GitHub](#)
2. [^ WyldChess 1.5 released](#) by [Manik Charan](#), [CCC](#), June 04, 2017
3. [^ Evaluation and Search Features mostly based on WyldChess/README.md at master · Mk-Chan/WyldChess · GitHub](#)

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