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Logo by [Jim Ablett](#)

Zeta Dva

an amateur [open source chess engine](#) written in [C](#) by [Srdja Matovic](#). The engine has been in development since 2010 and was first released March 06, 2011 under the [GNU GPL](#). Zeta Dva supports only some basic commands of the [Chess Engine Communication Protocol](#) ([Winboard/Xboard](#)). Features are the use of [Bitboards](#) and a simple [Evaluation](#) .

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- [Polyglot Book](#) support and [Zobrist Hashes](#) copied from [Michel Van den Bergh](#) ^[1]
- [Opening Book](#) by [Dann Corbit](#)

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- [ZetaDva 022 - bugfixed version released](#) by [Srdja Matovic](#), [CCC](#), July 06, 2013
- [Zeta Dva](#) by [Günther Simon](#), [CCC](#), October 17, 2016
- [Zeta Dva v0305 released](#) by [Srdja Matovic](#), [CCC](#), April 11, 2017

External Links

- [GitHub - smatovic/ZetaDva: Amateur level chess engine](#)
- [Zeta Dva 0210](#) on [CCRL](#)
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References

1. [^ Polyglot book format](#) by [Michel Van den Bergh](#)

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