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[Home](#) \* [Engines](#) \* **chess22k**

**chess22k**,

an [UCI](#) compliant [open source chess engine](#) by [Sander Maassen vd Brink](#), written in [Java](#) first released in January 2017 <sup>[1]</sup>. While already in the 2400 Elo range using a 64-bit [Java Runtime Environment \(JRE\)](#), it has not initially implemented a [tapered evaluation](#), but abrupt transition based on piece counts per side to distinguish between [middlegame](#) and [endgame](#) terms <sup>[2]</sup> <sup>[3]</sup>. However, tapered evaluation was implemented in chess22k **1.5** along with new evaluation terms adjusted by [Texel's tuning method](#) <sup>[4]</sup>. In November 2017, chess22k had its over the board tournament debut, version **1.6** played the [CSVN PT 52](#) in Leiden, quite successful - shared 4th place with 6/9. Soon released afterwards, chess22k **1.6** requires [Java 9](#) <sup>[5]</sup>.

## Features

<sup>[6]</sup>

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## **Forum Posts**

## 2017

- [chess22k v1.0](#) by [sandermvdb](#), [OpenChess Forum](#), January 13, 2017
- [New release: chess22k v1.1](#) by [Sander Maassen vd Brink](#), [CCC](#), February 09, 2017
- [chess22k 1.2 released](#) by [Sander Maassen vd Brink](#), [CCC](#), March 19, 2017
- [chess22k 1.3 released](#) by [Sander Maassen vd Brink](#), [CCC](#), April 26, 2017
- [Texel tuning method question](#) by [Sander Maassen vd Brink](#), [CCC](#), June 05, 2017 » [Texel's Tuning Method](#)
- [Impressive Texel-tuning results](#) by [Sander Maassen vd Brink](#), [CCC](#), June 16, 2017
- [chess22k 1.4 released](#) by [Sander Maassen vd Brink](#), [CCC](#), June 18, 2017
- [chess22k 1.5 released](#) by [Sander Maassen vd Brink](#), [CCC](#), August 12, 2017
- [chess22k 1.6 released](#) by [Sander Maassen vd Brink](#), [CCC](#), November 13, 2017
- [chess22k 1.7 released](#) by [Sander Maassen vd Brink](#), December 28, 2017

## 2018

- [chess22k progress overview](#) by [Sander Maassen vd Brink](#), January 09, 2018
- [chess22k 1.8 released](#) by [Sander Maassen vd Brink](#), [CCC](#), March 04, 2018
- [chess22k 1.9 released](#) by [Sander Maassen vd Brink](#), [CCC](#), April 23, 2018

## External Links

- [GitHub - sandermvdb/chess22k](#)
- [chess22k 1.4 64-bit](#) in [CCRL 40/4](#)

## References

1. [chess22k v1.0](#) by [sandermvdb](#), [OpenChess Forum](#), January 13, 2017
2. [public boolean isEndGame\(int color\)](#) in [chess22k/ChessBoard.java at master · sandermvdb/chess22k · GitHub](#)
3. [isEndGame](#) used in [chess22k/EvalUtil.java at master · sandermvdb/chess22k · GitHub](#)
4. [chess22k 1.5 released](#) by [Sander Maassen vd Brink](#), [CCC](#), August 12, 2017
5. [chess22k 1.6 released](#) by [Sander Maassen vd Brink](#), [CCC](#), November 13, 2017
6. [Based on readme and GitHub - sandermvdb/chess22k](#)

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