

PicoChess Engines

August 12, 2016

Stockfish

Author(s)	T. Romstad, M. Costalba, J. Kiiski, G. Linscott
Version	7
Date	January 2016
Elo	3100
Levels	yes
Chess960	yes
License	GPLv3
Source	https://stockfishchess.org/
Description	Stockfish is universally recognized as the strongest open source engine in the world. Even on the modest hardware of a Raspberry Pi 3 it easily beats every super grandmaster. The vast amount of chess knowledge programmed into Stockfish makes it an ideal engine to analyze your games. You can set the engine at a lower skill level to have a chance of winning.

Texel

Author(s)	Peter Österlund
Version	1.06
Date	July 2016
Elo	2900
Levels	yes
Chess960	no
License	GPLv3
Source	http://dl.dropboxusercontent.com/u/89684995/texel106.7z
Description	Texel is the successor to CuckooChess. It is a very strong engine that will beat every human GM. But thanks to its different skill levels, Texel will appeal to chess players of every strength. For absolute beginners there is even a level 0, which lets the engine play random legal moves.

Arasan

Author(s)	Jon Dart
Version	19.0.1
Date	May 2016
Elo	2750
Levels	yes
Chess960	no
License	MIT
Source	http://arasanchess.org/
Description	Arasan, or ‘king’ in the Tamil language, is a chess engine that has been around since 1994 – much longer than most other engines. It has evolved a lot over the years and is now a very attractive GM level engine. Arasan has a lot of features, including skill levels to make it an attractive opponent for players of every strength.

RodentII

Author(s)	Paweł Koziol
Version	0.9.52
Date	July 2016
Elo	2650
Levels	Personalities
Chess960	no
License	GPLv3
Source	https://github.com/nescitus/Rodent_II/
Description	RodentII is one of the few chess engines in the world that can adopt ‘personalities’: it offers different playing styles rather than strength levels. RodentII can just as easily be turned into a strong GM as into a beginning kid. It has both serious and funny personalities, like the positional defender and the crazy attacker.

Zurichess

Author(s)	Alexandru Moşoi
Version	skills
Date	July 2016
Elo	2450
Levels	yes
Chess960	no
License	BSD
Source	https://bitbucket.org/zurichess/
Description	Zurichess is a relatively young engine. Unlike most other engines it is not written in C++ but in the Go computer language. And unlike other engines, its versions are not numbered but named after the cantons of Switzerland. New versions of Zurichess are rapidly following up each other. The current version plays at GM level. Weaker opponents may like to set its skill level a little lower.

Floyd

Author(s)	Marcel van Kervinck
Version	x8399a075
Date	July 2016
Elo	2300
Levels	no
Chess960	no
License	BSD
Source	https://github.com/kervinck/floyd/
Description	Originally written as a study in chess engine writing, Floyd has quickly become one of the best master (FM/IM) strength engines. It was not written for speed or strength, but rather for ‘clarity and ease of change’. Nevertheless, the engine has an attractive style of play. Unfortunately for weaker human players, Floyd cannot be forced to play weaker.

Cinnamon

Author(s)	Giuseppe Cannella
Version	2.0
Date	May 2016
Elo	2100
Levels	no
Chess960	no
License	GPLv3
Source	https://github.com/gekomad/Cinnamon/
Description	Cinnamon is the successor to Butterfly. It is an attractive opponent for experienced club players. This engine does not play too strong but is not very easy to beat either. If you have no FM or IM title and are looking for a beatable engine that can teach you a thing or two about chess, then Cinnamon is a good choice.

Claudia

Author(s)	Antonio Garro
Version	0.5
Date	May 2016
Elo	1650
Levels	no
Chess960	no
License	BSD
Source	https://github.com/antoniogarro/Claudia
Description	Claudia, named after the ‘father of information theory’ Claude E. Shannon, is one of the weaker engines around. When playing on the modest hardware of the Raspberry Pi it is an attractive opponent for intermediate club players. Claudia has a remarkably human playing style.