

Proposal for PicoChess Engines

July 22, 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.

Stockfish Human Beginner Mode

Author(s)	Tord Romstad, Marco Costalba, Joona Kiiski
Version	5 (custom version)
Date	August 2014
Elo	2700
Levels	yes
Chess960	yes
License	GPLv3
Source	https://github.com/jromang/Stockfish/tree/human_player/
Description	This is a modified version of the Stockfish 5 engine. Its play resembles human play more closely than original Stockfish does. At its maximum strength it still plays at GM level, but its strength drops rapidly if you set a lower skill level.

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/txel1106.7z
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	2500
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.

Zurichess

Author(s)	Alexandru Moşoi
Version	skills
Date	July 2016
Elo	2400
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	2350
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	2000
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.

Sayuri

Author(s)	Hironori Ishibashi
Version	2016.07.13
Date	July 2016
Elo	1800
Levels	no
Chess960	no
License	MIT
Source	https://github.com/MetalPhaeton/sayuri/
Description	Sayuri is a suitable engine for intermediate club players. Its style resembles human play. Experienced club players will have to watch out carefully or they will lose to Sayuri’s tactical power. The engine plays too strong for absolute beginners; unfortunately for them, it cannot be forced to play at a lower skill level.