

IvanHoe is the strongest open-source chess engine available. IvanHoe is free to use and distribute. The program has no graphical interface as of yet, but is rather a console application that communicates with a chess graphical user interface (GUI) such as [XBoard](#) (Linux), [SCID](#) (Linux/Windows), and [Arena](#) (Windows) via standard Universal Chess Interface (UCI) protocol.

IvanHoe has its own endgame tablebases (RobboBases) which are superior to everything out there today. The bitbase tablebases contain the game-theoretical value (win, loss, or draw) of each possible move in each possible position up to 6 pieces.

IvanHoe has matured a great deal since its inception. It began as **Ippolit**, a single processor chess engine, then **RobboLito** which added tablebase support, to **Igorrit**, the first multi-processor support, and today, a host of other features from multi-pv to monte-carlo search are supported.

IvanHoe is a bitboard chess engine optimized for 64-bit architecture – and has native support for 32/64 bit Linux and Windows Operating Systems. The *src* directory contains source code for the engine which is public domain, and *Linux* and *Windows* directories have binaries/executables.

Renaming IvanHoe logo to the same name as the binary/executable will allow some GUIs to display it during use.



Windows users may need to install a small library (Microsoft Visual C++ Redistributable Package) free from Microsoft in order to run the program:

**32-bit:**

<http://www.microsoft.com/downloads/en/details.aspx?FamilyID=D5692CE4-ADAD-4000-ABFE-64628A267EF0>

or

<http://www.microsoft.com/downloads/en/details.aspx?familyid=A7B7A05E-6DE6-4D3A-A423-37BF0912DB84&displaylang=en>

**64-bit:**

<http://www.microsoft.com/downloads/en/details.aspx?FamilyID=F9B54153-81C8-4370-B25E-2091A0A9DD37>

or

<http://www.microsoft.com/downloads/en/details.aspx?familyid=BD512D9E-43C8-4655-81BF-9350143D5867&displaylang=en>

A huge **Thank You** to IvanHoe developers!

Visit <http://ippolit.wikispaces.com/> for more info.