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CompuChess ^[1]

CompuChess,

an early [dedicated chess computer](#) with a [Fairchild F8](#) 8-Bit processor running at 1.78 MHz, with 2 KiB [ROM](#) and 256 bytes [RAM](#), developed by [David B. Goodrich](#) & Associates from September 1976 until April 1977, manufactured by *Data Cash Systems Inc.* and market by a company called Staid Inc., also of [Largo, Florida](#), available from November 1977 ^[1].

In 1978, an exact copy of the [ROM](#) appeared in the [Novag Chess Champion MK I](#) and [Sugarman's JS&A computer](#) ^[2], the ROM produced by the same manufacturer *General Instruments Corporation*, who informed Data Cash Systems on that incident in June 1978 ^[3]. Since Data Cash Systems didn't adequately protect their copyright, they lost their [court case vs. JS&A Group](#) ^{[4] [5] [6]}, and then their appeal ^[7].

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Quotes

by [David Levy](#) and [Monroe Newborn](#) ^[9] ^[10]

... In 1977 the first dedicated chess computers came on the scene. One of these, called CompuChess, had a short lived future under its own name but a much more successful existence in pirated form. The chess playing program in Compuchess was copied by a Hong Kong manufacturer who marketed a product containing the program under the name "[Chess Champion MK I](#)." The copy was exact - no attempt had been made to hide the fact by changing some of the program code. The Chess Champion MK I was an enormous marketing success and the manufacturer was able to buy a 57-foot yacht on the proceeds. Litigation followed, but in those days there was little or no copyright protection available to those who owned computer programs and the suit eventually fizzled out, after lawyers on both sides had no doubt benefited substantially ...

Namesake

- [CompuChess \(PC\)](#) ^[11]

Publications

- [David Levy](#), [Monroe Newborn](#) (1991). *How Computers Play Chess*. Freeman & Co. ISBN 0-7167-8121-2
- [Data Cash Systems - CompuChess](#) pdf by [Hein Veldhuis](#)
- [Data Cash Systems - CompuChess The Second Edition](#) pdf by [Hein Veldhuis](#)

External Links

- [CompuChess](#) from [Schachcomputer.info - Wiki](#) by [Mike Watters](#)
- [CompuChess Second Edition](#) from [Schachcomputer.info - Wiki](#)
- [Data Cash Systems / Staid Inc.](#) from [Schachcomputer.info - Wiki](#)

References

1. [^] [CompuChess](#) from [Schachcomputer.info - Wiki](#) by [Mike Watters](#)
2. [^] [Scisys and Novag : The Early Years](#) from [Chess Computer UK](#) by [Mike Watters](#)
3. [^] [CompuChess](#) from [Schachcomputer.info - Wiki](#) by [Mike Watters](#)
4. [^] [DATA CASH Systems, Inc. v. JS&A Group, Inc., et al.](#)
5. [^] [Data Cash Systems v. JS&A Group - The IT Law Wiki](#)
6. [^] [Data Cash Systems, Inc. v. JS&A GROUP, INC., 480 F. Supp. 1063 - Dist. Court, ND Illinois](#)

[1979 - Google Scholar](#)

7. [^ Data Cash Systems, Inc. v. JS&A GROUP, INC., 628 F. 2d 1038 - Court of Appeals, 7th Circuit 1980 - Google Scholar](#)

8. [^ Compuchess Closeup | Flickr - Fotosharing](#) by [Chewbanta](#)

9. [^ David Levy, Monroe Newborn \(1991\). How Computers Play Chess.](#) Freeman & Co. ISBN 0-7167-8121-2

10. [^](#) also quoted in [Data Cash Systems - CompuChess The Second Edition](#) pdf by [Hein Veldhuis](#)

11. [^ CompuChess - Play 3D chess, download free online chess games](#) by [Inertia Game Studios - UK based Casual Games Developer](#)

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