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Cyber Chess,
a commercial chess program for
the [Acorn Archimedes](#) with [ARM-
architecture](#) and [RISC OS](#),
including a chess engine, animated
graphics, sound effects and a full
state-of-the-art [user interface](#),
developed in 1992/93 by [William
Tunstall-Pedoe](#), published by [The
Fourth Dimension](#) ^[1].

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Publications

- [David Bradforth](#) (2000). [Cyber Chess](#). [RISC World Vol. 1, No. 4](#), September 2000

Forum Posts

- [Acorn Arcade forums: How lack of advertising is still stifling RISC OS](#) by Tim Fountain, December 07, 2000
- [A true relic: CYBER CHESS](#) by Reinfeld, [Hiarcs Forum](#), April 08, 2011

External Links

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References

1. [^] [William Tunstall-Pedoe Resumé](#)
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