

[Home](#) \* [Engines](#) \* **Death Chess 5000**



Death Chess 5000 Introscreen <sup>[2]</sup>

**Death Chess 5000**, a commercial chess program written by [Anthony Adam](#) for the [ZX Spectrum 48K](#), released in 1984 by [Artic Computing](#). Death Chess has a mode which displays chess pieces as [tanks](#) and [lethal](#) looking missile combinations with a special [capture](#) mode, in which the result of piece taking piece is decided by an [arcade action sequence](#) and not by the laws of the game <sup>[1]</sup>.

## Table of Contents

[See also](#)

[External Links](#)

[References](#)

[What links here?](#)

## See also

- [Battle Chess](#)

## External Links

- [Death Chess 5000 - World of Spectrum](#)
- [Spectrum 48K - Old Home Computer Chess Games Collection - Death Chess 5000](#) from [The Spacious Mind](#)
- [Sinclair ZX Spectrum Reviews - Death Chess 5000](#)
- [Death Chess 5000](#) from [GameSpot.com](#)
- [Death Chess 5000 - Manual](#)
- [Death](#) from Wikipedia
- [List of chess-related deaths](#) from Wikipedia

## References

1. [^ Sinclair User 30 - Spectrum Software Scene](#)
2. [^ Death Chess 5000 - World of Spectrum](#)

## What links here?

Page

[Anthony Adam](#)

[Battle Chess](#)

[Death Chess 5000](#)

[Engines](#)

Date Edited

Aug 3, 2016

Dec 12, 2016

Apr 5, 2013

Mar 10, 2018

[Up one Level](#)