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Great Game Machine Original Box  
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**Great Game Machine** (GGM), a [dedicated chess computer](#) module system , registered [\[1\]](#), manufactured and distributed by [Applied Concepts](#), identical in construction with the [Chafitz Modular Game System](#) (MGS) sold by [Chafitz](#). The GGM had exchangeable modules with programs from multiple authors, [Boris 2.5](#) based on [Sargon 2.5](#) by [Kathe](#) and [Dan Spracklen](#) further improved by [Terry Fredrick](#), [Morphy](#) by [John Aker](#), the opening module [Gruenfeld](#) by [Larry Atkin](#), [David Slate](#) and [John Jacobs](#), the endgame module [Capablanca](#) by Atkin and Slate, and the [Steinitz](#) module by Atkin, all [6502](#) based. There were also other game modules available, such as [Checkers](#) [\[2\]](#), and the [Othello](#) program [Odin](#) by [Peter W. Frey](#) and Larry Atkin.

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# Tournaments

## ACM 1980

The [Boris X](#) GGM module was registered for the [ACM 1980](#). A brief description is given in the tournament booklet with [Applied Concepts](#) CEO [Alan Mead](#) as representative <sup>[4]</sup>:

BORIS EXPERIMENTAL, Alan Mead, Applied Concepts, Garland, Texas

The program uses [alpha-beta](#) pruning with recently developed and improved search heuristics. The program runs in 8k of program space and has nine levels of play including two tournament levels. The tournament level play is expected to be 100 points stronger than the present BORIS 2.5 program.

But *Boris X*, despite registered, finally did not play the [ACM 1980](#). [Kathe Spracklen](#) had filed a protest, claiming *Boris X* is too similar to *Sargon 2.5*, and requested mutual comparison of the source code. After John Aker admitted that *Boris X* was a revamped *Sargon 2.5*, *Boris* was rejected <sup>[5]</sup> <sup>[6]</sup>.

## WMCCC 1981

The Great Game Machine participated at the [WMCCC 1981](#) in [Travemünde](#) with the [Gruenfeld/Morphy/Capablanca](#) and [Applied Concepts X](#) entries in the commercial and open groups. The Applied Concepts personal involved withdrew their programs after some rounds from both sections of the tournament, due to a bug in their [Capablanca](#) module <sup>[7]</sup>

## ACM 1981

At the 12th [ACM 1981](#), [Boris X](#) was mentioned in the tournament booklet with a list of its authors and Applied Concepts representatives <sup>[8]</sup>, but did not participate, likely also because [David Slate](#) was already competing with [Nuchess](#):

BORIS EXPERIMENTAL, [John Aker](#), [Alan Mead](#), [Terry Fredrick](#), [John Jacobs](#), [David Slate](#), [Larry Atkin](#) (c/o AM, Applied Concepts, Inc. 207 N. Kirby, Garland, Texas 75042), [Great Game Machine](#) (at site)

## Modules



GGM Chess Modules:

[Gruenfeld](#), [Capablanca](#), [Morphy](#) and [Steinitz](#) <sup>[9]</sup>

## See also

- [Applied Concepts](#)
- [Boris](#)
- [Chafitz](#)
- [Chafitz ARB Sargon 2.5](#)
- [Chafitz Modular Game System](#)
- [Morphy](#)
- [Gruenfeld](#)
- [Capablanca](#)
- [Steinitz](#)

## Publications

- [John F. White \(1982\). Review-Morphy V Champion. Your Computer, January 1982](#)

## External Links

- [GREAT GAME MACHINE - Reviews & Brand Information - Applied Concepts, Inc. Colorado Springs](#)
- [Gruenfeld/Morphy/Capablanca's ICGA Tournaments](#)
- [Applied Concepts's ICGA Tournaments](#)
- [Chafitz/Applied Concepts/Destiny I Photo collection](#) by [Chewbanta](#)
- [Applied Concepts GGM + Steinitz](#) from [Chess Computer UK](#) by [Mike Watters](#)
- [Chafitz Great Game Machine Electronic Chess Computer](#) from [The Spacious Mind](#)
- [Chafitz Great Game Machine 4 MHz Electronic Chess Computer](#) from [The Spacious Mind](#)

- [Boris Sargon 2.5](#) by [Tom Luif](#)
- [Chafitz Modular Game System](#) from [Schachcomputer.info Wiki](#) (German)

## References

1. [^ GREAT GAME MACHINE - Reviews & Brand Information - Applied Concepts, Inc. Colorado Springs](#)
2. [^ Applied Concepts - Borchek \(championship checkers module\)](#) (pdf) by [Hein Veldhuis](#)
3. [^ Flickr - Fotosharing | Great Game Machine Original Box](#) by [Chewbanta](#)
4. [^ The Eleventh ACM's North American Computer Chess Championship](#), pdf from [The Computer History Museum](#)
5. [^ Applied Concepts - Morphy Edition Master Chess \(module\)](#) (pdf) by [Hein Veldhuis](#)
6. [^](#) Evan Katz (1981). *The Eleventh North American Computer Chess Championship*. [Personal Computing](#), Vol. 5, No. 2
7. [^](#) [David Levy](#) and [Kevin O'Connell](#) (1981). *A New World Champion*. Chess, October/November 1981, [Publication Archive](#) from [Chess Computer UK](#) by [Mike Watters](#)
8. [^ The Twelfth ACM's North American Computer Chess Championship](#), pdf from [The Computer History Museum](#)
9. [^ Flickr - Fotosharing | All GGM Chess Modules](#) by [Chewbanta](#)

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