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SciSys Sensor Chess with Strong Play Module [\[1\]](#)

Sensor Chess, (SciSys Sensor Chess)

a [dedicated chess computer](#) manufactured by [SciSys](#) with [Sensory Board](#) and [6502](#) processor at 2 MHz, released in 1981. The program was [Julio Kaplan's](#) **first** program for SciSys, persistent in a 4 KiB [ROM](#), using only 256 byte of [RAM](#). The computer, expandable by modules such as the *Strong Play Module*, the *Super Classical Modul*, and the *Super Hypermodern Module*, was endorsed by [FIDE](#).

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Move Generation

How to [generate moves](#) with 256 bytes RAM or less? Clearly, generation in chunks with [move lists](#) for each [ply](#) is not possible. One idea is to use the last move generated of each ply (if any), which needs to be saved on the ply [stack](#) for [unmake](#) anyway, as state of the generator, which implies [target square](#), [source square](#) and [direction](#), and with the help of the [board array](#) or [piece list](#), the possible [captured piece](#), and the moving piece. One may consider one [killer](#) or [PV-move](#) and [MVV-LVA](#) for reasonable [move ordering](#), to otherwise use nested loops over target pieces/squares, directions, and source squares and pieces until the next move is found or no more are available.

See also

- [President Chess](#)
- [Superstar](#)

External Links

- [Sensor Chess](#) from [Chess Computer UK](#) by [Mike Watters](#)
- [SciSys - Strong Play \(Sensor Chess module\)](#) (pdf) by [Hein Veldhuis](#)
- [SciSys Sensor Chess](#) from [Schachcomputer.info - Wiki](#) (German)

References

1. [△] Image from [SciSys - Strong Play \(Sensor Chess module\)](#) (pdf) by [Hein Veldhuis](#)

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