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**Turbo Chess**,

an didactic chess program by [Kaare Danielsen](#) <sup>[1]</sup>, written in [Turbo Pascal](#) and published as source code in 1985 on disk along with the book *Turbo GameWorks* <sup>[2]</sup> by [Borland International](#) <sup>[3]</sup>.

## Namesake

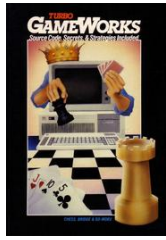
- [Turbo Chess](#) by [Chris Thornton](#) <sup>[4]</sup>

## See also

- [KChess](#)
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## Publications

- [Kaare Danielsen](#) (1985). [Turbo GameWorks](#). [Borland International](#)



- [Don Beal](#) (1986). *Turbo GameWorks: Tools for Turbo Pascal*. (Review) [ICCA Journal](#), Vol. 9, No. 2, pp. 88

## Forum Posts

- [origin of Chess from old Turbo Pascal Turbo GameWorks](#) by Douglas Houston, [borland.public.delphi.non-technical](#), June 4, 2000
- [Some correspondence with Kaare Danielsen...](#) by [Fernando](#), [Hiarcs Forum](#), February 17, 2017 » [KChess](#)

## External Links

- [Turbo \(disambiguation\) from Wikipedia](#)
- [Turbo \(gastropod\) from Wikipedia](#)

## References

1. [^ Resume for Kaare Danielsen](#)
2. [^ Turbo GameWorks \(Open Library\)](#)
3. [^ TURBO CHESS | BORLAND INTERNATIONAL trademark | trade.mar.cx](#)
4. [^ Turbo Chess - World of Spectrum](#)

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