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Wii Chess box art ^[5]

Wii Chess,

a chess program for [Nintendo's Wii console](#). Wii's chess engine is based on [Loop Express](#) by [Fritz Reul](#). In his Ph.D. thesis *New Architectures in Computer Chess*, Reul mentioned Wii Chess as implementation of Non-Bitboard Architectures based on a [15x12 Board](#) representation due to lower performance and the 32-bit [bandwidth](#) of Nintendo's [PowerPC 750 CL](#) based main processor ^[1]. Reul further acknowledged thesis supervisor [Jaap van den Herik](#) who set up the contact to Nintendo in 2007, which implemented Reul's source code successfully in Wii Chess ^[2].

Wii Chess was released on January 18, 2008 in Europe as part of the *Ultimate Board Game Collection* ^[3] and on September 30, 2008 under the name *Tsūshin Taikyoku: World Chess* in Japan. No release in North America or Australia has been announced, making it the only game in the Wii series that was not released in these countries ^[4].

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Publications

- [Fritz Reul](#) (2009). *New Architectures in Computer Chess*, Ph.D. Thesis, [pdf](#)

Forum Posts

- [anybody know about chess program for wiiconsole](#) by [Charles Roberson](#), [CCC](#), July 09, 2008
- [Re: Bob Hyatt says that...](#) by [Mike Scheidl](#), [CCC](#), August 29, 2008
- [Loop 2007 / Fruit 2.1](#) by [BB+](#), [OpenChess Forum](#), April 18, 2011 » [Loop](#), [Fruit](#)

External Links

- [Wii Chess from Wikipedia](#)
- [Wii Chess - Nintendo - Games](#)
- [Wii Chess Review](#) by [Tom Bramwell](#), [Eurogamer.net](#), January 24, 2008
- [Wii News: Wii Chess Screens - Official Nintendo Magazine](#)
- [Amazon.com: Wii Chess: Video Games](#)

References

1. [^] [Fritz Reul](#) (2009). *New Architectures in Computer Chess*, Ph.D. Thesis, 2.2.2 Nintendo Wii Chess, pp. 11
2. [^] [Fritz Reul](#) (2009). *New Architectures in Computer Chess*, Ph.D. Thesis, Preface
3. [^] [Amazon.com: Ultimate Board Game Collection: Nintendo Wii: Video Games](#)
4. [^] [Wii Chess from Wikipedia](#)
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