

Who is organizing the event?

Three experts in the field of mind sports whose combined track record is second to none Tony Buzan, the creator of Mind Maps and the concept of mental literacy is an international lecturer and broadcaster and author of twenty bestsellers on the brain and learning He also established The Brain Foundation, is head of an international network of Brain Clubs and former editor of the Mensa magazine Raymond Keene OBE, International Grandmaster, chess correspondent of *The Times*, *The Sunday Times* and *The Spectator* and author of more than a hundred books Raymond was the organizer of numerous major chess events including a match between the USSR and the Rest of the World as well as two World Championship matches David Levy, International Master at Chess, past President of the International Computer Chess Association, and founder of the Computer Olympiad In 1978 David won a famous 10-year bet with four Artificial Intelligence professors that no computer program would win a match against him The Mind Sports Olympiad was David Levy's idea

How will the Olympiad be organized?

There will be different competitions to cater for each game The format for most tournaments will be the Swiss system, in which all of the contestants play in every round None of the contests will be knock-out tournaments

Who will be the referees?

A Chief Arbiter will be in overall charge There will also be a Games Director to supervise the proprietary games, a different Principal Arbiter for each game and a number of Assistant Arbiters as necessary

What are the prizes?

Gold, silver and bronze medals will be awarded for the top men, women and juniors (both girls and boys) in each competition In addition there will be cash and other prizes

More information can be obtained from David Levy, 89, Contantine Road, London NW3 2LP, England, Phone +44 1714859146, fax +44 1714820672, email DavidL@intrsch demon co uk or from the web page [http //www cs unimaas nl/icca/mso htm](http://www.cs.unimaas.nl/icca/mso.htm)

THE 12th AEGON MAN-MACHINE TOURNAMENT**AN ANNOUNCEMENT**

**The Hague, The Netherlands
April 16-23, 1997**

*C de Gorter*¹

The 12th AEGON Man-Machine Tournament will be played in The Hague, The Netherlands, from April 16 to 23, 1997 The playing dates are April 16, 17, 18, 21, 22 and 23 The contest will start on April 16 at 6 30 p m The venue is the Headquarter of AEGON, Mariahoeveplein 50, The Hague, The Netherlands At the other playing dates, the rounds will start at 7 00 p m

The playing conditions are 90 minutes per side for the entire game, with 30 seconds per move played as allotted by the Fischer clock The aim is to have a human-machine competition of 50 human beings and 50 computers

Among the human participants some 12 International Grandmasters and 10 International Masters will participate We mention David Bronstein, Yasser Seirawan, John van der Wiel, Jonathan Speelman, Larry Christiansen, Roberto Cifuentes Parada, Yona Kosashvili, Friso Nijboer, Lembitt Oll, Hans Ree, Ye Rongguan, Gennadi Timoshchenko, and some of the Masters Zsofia Polgar, Erik Hoeksema, Gert Ligterink, Gert Jan de Boer, Paul Boersma, Rinı Kuıjf, Rob Hartoch, Stefan Löffler, and Peng Zaoqin

¹ Valkenboskade 607, 2563 JE The Hague, The Netherlands

Among the commercial computer participants are FRITZ, GENIUS, HIARCS, M_CHESS PRO, THE KING, CHESSICA, REBEL, THE KING TASC-BASE, KALLISTO, VIRTUAL CHESS, NIMZO, ISICHESS, W_CHESS

Four programs will play via a remote distance connection CILKCHESS, HITECH, ZUGZWANG and DARK THOUGHT

Moreover, a large group of amateur entries will participate We mention GANDALF, ANT, CD 2 0, NOW, DIEP, DAPPET, CHEIRON, SHREDDER, FERRET, ARTHUR, CAPTURE, BIONIC, GOLDBAR, MAX CHESS AEGON '97, HEKTOR, SCHACH 3 0, RAJA, XXXX II, DIOGENES

We would like to attend you on the participation of CLEVER & SMART It is the successor of DREIHIRN [see also Althofer's contribution elsewhere in this issue – Ed] For DREIHIRN or DOUBLE-FRITZ with Boss a human being decided on the move by selecting a proposed move In CLEVER & SMART the decision will be made by a program, in this case by the World Microcomputer Chess Champion Program SHREDDER Moreover, some commercially-available chess programs will also participate, such as MEPHISTO GENIUS 68030/60 MHz, R30 2 2 and R40 2 5

There is no entry fee for spectators The game scores will be accessible via Internet Moreover, some games in progress can be followed on Internet

THE INTERNATIONAL COLLOQUIUM BOARD GAMES IN ACADEMIA

**Leiden, The Netherlands
April 6-10, 1997**

A de Voogt¹

Baarn, The Netherlands

The third International Colloquium on Board Games in Academia will take place in Leiden, The Netherlands, from April 6 to 10, 1997 Scholars using board games in research and scholars interested in research on board games are invited Lectures on board games will deal with distinct topics mostly seen from an interdisciplinary perspective

It is the third colloquium on board games, after the initial colloquium at the British Museum in London in 1990, and the second colloquium at the Leiden University in 1995 Board-games research is receiving increasing attention as shown by the first day of the 1997 colloquium programme containing a group of entirely new researchers in the field

Programme:

April 7 (dedicated to board-games research and language)

A van der Stoep	<i>Board games, language and Miss Bourion</i>
P Mebben	<i>Rithmomachia, the Philosopher's Game – a mediaeval battle of numbers</i>
Th Depaulis	<i>Inca Dice and Board Games</i>
L Verbeeck	<i>Bul a Maya Board Game</i>
B Rothohler	<i>Mehen, God of the Board Games</i>

April 8 (dedicated to mancala-games research and theoretical issues)

Dr V Eagle	<i>Classification of mancala</i>
Dr U Schadler	<i>Mancala in Roman Asia Minor?</i>
IGM Y Averbakh	<i>About the transformation of race games into war games</i>
A Fourn	<i>Simultaneous blind bao demonstration</i>

¹ Da Costalaan 1, 3743 HT Baarn, The Netherlands