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DEEP SEARCH AND CHESS BRAINS

Chess is culture, Chess is sport, Chess is artificial intelligence. The slogan of the 2003 cultural capital of Europe reads: "Chess003". The promises are great, and according to the slogan a threefold combination of culture, sport, and AI is awaiting a large audience in the last extended week of November. A provisional schedule has been outlined in the previous *ICGA Journal* (Vol. 26, No. 1, pp. 60-64). Currently, preparations are in full swing.

The capital of Styria, Graz is expecting many participants; it soon will welcome *deep search* and *chess brains* in the *Dom im Berg* (the *Dome in the Mountain*), announced in their press communication as a high-tech space with multimedia equipment, located in the centre of the *Schlossberg*, and evoking memories of James Bond's 007 *Moonraker*.

This issue of the Journal is a prelude to the festivities in Graz, since it deals with chess, Go, shogi, draughts, and Arimaa. Moreover, Ernst Heinz restarts the discussion on deep search and Guy Haworth replies at two issues, viz. human fallibility and statistical significance.

At this place it is time to thank Ken Chen for his continuous effort to make the game of Go familiar to our readership. For the last details we refer to his Editorial. Browsing through Reading the News section we congratulate Mr. Tanase and his team (IS SHOGI, Shogi), Nicolas Guibert and his team (BUGGY, International Draughts), and Johan de Koning (THE KING, Chess) with their respective victories. We expect that these successes will result in articles on Shogi Brains and Draughts Brains in one of the next issues of this Journal.

Next to the new game Arimaa (see pp. 138-139), your Editor would like to draw the readers' attention to the game of Ataxx. We have received a suggestion to include this game into the roster of the Olympic games. Obviously, we are willing to do so and therefore we invite readers to submit a program for participation in the 8th Computer Olympiad in Graz. The rules of Ataxx and some illustrations of how the game is played are at http://braindamage.org/ataxx/. We look forward to see you in Graz and hope that you will convince your scientific collaborators to accompany you and to participate too.

The 13th WCCC, the 10th ACG, and the 8th Computer Olympiad deserve your participation.

Jaap van den Herik