It seems there is no end to improving search algorithms. A. Reinefeld (Paderborn) presented in *A Minimax Algorithm Faster than Alpha-Beta* two search algorithms, based on SSS* and Dual*, both being more effective than alpha-beta by node count. Delegates may be eager to test these methods for practical relevance.

Deviating from the central theme, though by a small margin only, were Ch. Posthoff, R. Staudte and M. Schlosser (Chemnitz) in their paper *Chess Programming and Computer Science Education.* They shed light on the pedagogical theme of game programming as an appetizing introduction to methods of AI, incidentally delivering interesting topics for programs and projects.

The fact that the host of the conference and his research team have contributed no fewer than three papers redounds greatly to his credit. H. Iida, J. Uiterwijk and H.J. van den Herik (*Thoughts on the Application of Opponent-Model Search*) insist that any model comprehensive enough to include evaluation should also include a model of the opponent's evaluation. Studying the latter will lead to two contrasting search trees the difference between which should be useful for identifying an opponent's weaknesses and, with this knowledge to guide one, to assess and, hence, balance risks against gains.

Orientation towards the human being also characterized *Speculative Play in Computer Chess* by J. Uiterwijk and H.J. van den Herik. Equally valued moves may acquire unequal characteristics by the opponent's fallible nature, e.g., the richness of the error spectrum, the probability of mating, his time-control problems if any, and many more. It is propososed to introduce *bonus* and *malus* functions to accommodate these practical differences within theoretical equality.

Proof-number search, invented in the Connect-Four and Go-Moku context, was shown to be transferable to chess. It was applied to chess-problem solving and exploited by L.V. Allis, D. Breuker and H.J. van den Herik in a presentation under the tempting title *Mate in 38: Applying Proof-Number Search to Chess.*

Even the best of things must come to an end; so did this conference, which has been of great benefit to the AI Community. Feeling we hold a brief for this community, we wish to express our admiration for the smoothest of all possible conference managements as well as for the kindness and hospitality of the Chairman, Professor Van den Herik and his team. Whether student or professor, café player or world champion, all delegates were made to feel they were honoured guests.

PROCEEDINGS OF THE ACC7 CONFERENCE

On July 1-2, 1993 the 7th *Advances in Computer Chess Conference* was held in Maastricht, The Netherlands. The keynote lecture was by former Chess World Champion Prof.dr. M.M. Botvinnik and the invited lecture by IGM dr. John Nunn. Moreover, sixteen selected lectures on various aspects of computer chess were presented by leading researchers in the field.

All papers will be published in book form in early 1994 under the editorship of H.J. van den Herik, I.S. Herschberg and J.W.H.M. Uiterwijk. Its price through regular channels will be Dfl. 125.- (approximately $ 75.- in the US).

To members of the ICCA the book is offered at the price of Dfl. 110.- (or US $ 65.-), inclusive of postal delivery costs, if ordered before January 1, 1994. It is to our common advantage to combine your order with the renewal of your membership, since this will reduce banking fees. The usual conditions apply: your transfer should either be *net* to the ICCA or the amount should be increased to compensate for banker's fees to be incurred by us.

A simple mention "Proceedings ACC7" will effect your order. The book will be sent as soon as published to the address at which you receive the Journal. Should an other mailing address be used instead, please clearly state so.