

7. The Tournament Director has the right to adjudicate a game after six hours of total clock time. The adjudication will be made on the premise that perfect chess will be played by both sides from the position reached.
8. An operator may ask the Tournament Director to stop clocks at most twice during a game because of technical problems. The operator can ask the Tournament Director for permission to restart the program. When restarting after a failure of any kind, the operator must reset all parameters to their values at the time the game was interrupted. Play must resume after at most a fifteen-minute delay. If operators using a remote computer can clearly establish that the problems are not in their own computing system, but in the communication network, the Tournament Director can permit additional delay.
9. An operator error made when starting a game or in the middle of a game can be corrected only with the approval of the Tournament Director. If an operator enters an incorrect move, the Tournament Director must be notified immediately. Both clocks will be stopped. The game must then be backed up to where the error occurred. Clocks will be corrected to their settings when the error occurred, using whatever information is available. Both sides may then adjust program parameters with the approval of the Tournament Director. The Tournament Director may not allow certain parameters to be changed, e.g., the contempt factors.
10. Terminals at the tournament site must communicate directly with remote computers, i.e., there cannot be any human intermediary at the remote location.
11. If a terminal is used, it must be positioned so that the operator's activities are clearly visible to the opponent. An operator can only (1) type in moves and (2) respond to requests from the computer for clock information. If an operator must type in other information, it must be approved ahead of time by the Tournament Director. (This might happen if there is noise on the communication line and, for example, a 'CR' symbol must be typed to clear the line.) The operator cannot query the system to see if it is alive without permission of the Tournament Director.
12. A team must receive the approval of the Tournament Director to change from one computing system to another.
13. Each game is played on a chess-board and with a chess clock provided by the Tournament Committee.
14. At the end of each game, both teams are required to hand in a game listing to the Tournament Director.

THE PARTICIPANTS OF THE 8th WORLD COMPUTER-CHESS CHAMPIONSHIP

D. Levy, T. Marsland and M. Newborn

The 8th World Computer-Chess Championship is being supported by IBM, our primary sponsor, as well as by Compunetics Inc., the Association for Computing Machinery, and the Chinese University of Hong Kong. We would like to acknowledge their support and to thank them very much for it.

The ICCA received 36 applications by the closing date of February 25th. Two more applications were received after the closing date but were not considered.

It was always our intention to restrict the number of participants to 24 in order that the 5-round tournament should not be too unwieldy and so we have had to make some difficult decisions to identify what we consider to be the 24 strongest programs.

Our deliberations were based on a number of factors: the results obtained by the programs in human tournaments and in computer tournaments, other test results submitted by the programmers, and other data relating to the programs. In some cases we found it extremely difficult to decide on the relative ordering of the programs but we feel this is inevitable in almost any competitive environment.

We have divided the programs into 3 groups:

- Group A** Those programs which are accepted as participants for the World Championship.
Group B Those programs which are not in the top 24 in our rankings, but which are being treated as reserves and will be invited, in the order in which they appear in the list, if and when one of the "A list" programs does not confirm its entry.
Group C Those programs which are not accepted as participants (not listed).

Note

You will see that there are two programs in group A with a common origin (VIRTUA and FRENCHES). We feel that some explanation may be needed as to why we have admitted both programs to the tournament. Our stated aim was to attract the strongest possible programs to the tournament. Although both programs have a common origin we feel that they are sufficiently different to be treated as different entries. One of the programs runs on a single processor machine while its relative runs on a parallel machine. (There are also other differences.) A similar situation might arise with ULYSSES and CHEIRON if we need to access the "reserve" programs in group "B". Again, we believe that the differences between the two are sufficient to consider them as different programs.

Group A - Programs which have been accepted

No.	Program	Author(s)	Hardware
1	DEEP BLUE	F. Hsu, M. Campbell (USA)	Remote
2	GENIUS	R. Lang (England)	PC
3	REBEL	E. Schröder (The Netherlands)	PC
4	FRITZ	F. Morsch, C. de Gorter (The Netherlands), and M. Feist (Germany)	PC
5	STAR SOCRATES	M. Leiserson <i>et al.</i> (USA)	Remote
6	HITECH	H. Berliner, Ch. McConnell <i>et al.</i> (USA)	Remote
7	WCHES	D. Kittinger, J. Parker (USA)	PC
8	HIARCS	M. Uniacke (England)	Sun
9	ZUGZWANG	R. Feldmann, P. Mysliwicz (Germany)	Remote
10	FRENCHES	M-F. Baudot, J-C. Weill, and J-L. Seret (France)	Remote
11	JUNIOR	S. Bushinsky, A. Ban (Israel)	PC
11	SCHACH 3	M. Engelbach, T. Kreitmair (Germany)	PC
13	M-CHES	M. Hirsch (USA)	PC
14	FERRET	B. Moreland (USA)	Remote
15	VIRTUA CHES	M-F. Baudot <i>et al.</i> (France)	PC
16	CRAY BLITZ	B. Hyatt, B. Gower (USA)	Remote
16	PANDIX	G. Horvath, Sz. Horvath (Hungary)	PC
18	PHOENIX 1989	J. Schaeffer (Canada)	Remote
19	NIGHTMARE	R. Gellner (Germany)	PC
20	ULYSSES	U. Lorenz, V. Rottmann (Germany)	PC or Sparc or remote!
21	DARK THOUGHT	P. Gillgasch, M. Gille, and E. Heinz (Germany)	DEC, on site
22	SOS	R. Huber (Germany)	Unix
22	ZEUS 3.0	G. Castano (Spain)	PC
22	GANDALF	S. Suurballe (Denmark)	PC

Group B - Programs which are on the reserve list

No.	Program	Author(s)	Hardware
25	CHEIRON	U. Lorenz, V. Rottmann (Germany)	Remote
26	LCHES	L. Loep, G. Neef (The Netherlands)	PC
27	WOODPUSHER	J. Hamlen (UK)	PC
28	BREAKTHROUGH	W. Koch (Germany)	PC
29	CENTAUR	V. Vikhrev (Russia)	PC
30	DIODES	J. Burwitz (Germany)	PC
31	XXXX	S. M-Kahlen (Germany)	PC
32	EXPLORER	E. de Grijs (The Netherlands)	PC