program, CHINOOK. It has taken on the world’s best players and come out ahead. His and Plaat’s paper focuses on ways to improve the efficiency of this important search algorithm. The more efficient the alpha-beta search, the larger the search space that can be examined in some allotted time; and of course, the larger the search space, the stronger the program.

Jean-Christophe Weill will present his work on parallel minimax search. It is entitled The ABDADA Distributed Minimax Search Algorithm. This work was performed within the framework of the leading chess program from France called FRENCHESS. Parallel search in the context of chess is a particularly exciting area for research, as it is a very difficult subject. How does one best keep hundreds or even thousands of soldiers busy looking in the woods for a pot of gold? But this problem is far simpler than that faced by programmers parallelizing the search of chess trees. Weill ran his experiments on 32 nodes of a CM5 computer.

The third paper is entitled A shogi-computer test set. Its authors, Hitoshi Matsubara, Hiroyuki Iida and Jos W.H.M. Uiterwijk, have developed a set of positions that can be used to determine the strength of a shogi program. Shogi is very popular in Japan and has many of the same features as "western" chess although, typically, there are many more moves in each position in the search tree. This tends to make brute-force search look less attractive. For the time being, shogi programs are much weaker, relative to the top shogi players, than are chess programs. The authors contend that, once chess programs are playing better than the top players, there are other games that deserve attention from the AI community, in particular shogi. Of course, Go appears yet more difficult in some respects. The test set is similar to the Bratko-Kopeč Test Set used by many of the chess programmers for testing their chess programs. The authors recommend those involved in developing shogi programs to adopt their set.

THE SIXTH HARVARD CUP HUMAN VERSUS COMPUTER CHESS CHALLENGE

27-28 December 1995
New York, NY, USA

C. Chabris

Cambridge/USA

The Sixth Harvard Cup held at the Manhattan Conference Center, Fiterman Hall, 30 West Broadway in New York, will feature six of America’s top grandmasters against eight of the leading microcomputer-based chess software packages in a team-match format. Each human will play each computer once, at a time control of a game in 25 minutes. There will be 48 games in all (two days x four rounds per day x six games per round), with play beginning at 5 p.m. each day. Demonstration boards and expert commentary will be provided, software will be exhibited, and T-shirts, chess books and equipment will be on sale. Admission for spectators is free and includes a copy of the official program book.

Currently expected to compete are grandmasters Joel Benjamin, Boris Gulko, Illya Gurevich, Gregory Kaidanov, Michael Rohde and Patrick Wolff. The computer side will include the forthcoming CHESSMASTER 5000 and seven other programs, running on top-of-the-line desktop systems. (Note: if you are affiliated with a PC-based chess program that has not yet received an invitation, please contact cfc@h3.org as soon as possible. Thank you.)

The Harvard Cup Youth Challenge for students aged 5-18 will run each day from 9:30 a.m. to 4:30 p.m. Participants may register between 9:00 a.m. and 2:00 p.m. each day. Activities will include a series of challenge games against CHESSMASTER 5000 for prizes, chess lessons from top teachers, and demonstrations and workshops on how computers play chess.

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1 HCC Associates, P.O. Box 2967, Harvard Square Station, Cambridge, MA 02238, USA. Email: cfc@isr.harvard.edu.
More information is available via the World Wide Web at H3 Online: http://www.h3.org/h3. Or, for a printed brochure, send your US mail address to: harvardcup@h3.org. Live coverage of the Harvard Cup will be provided by the Internet Chess Club: http://www.hydra.com/icc.

The Sixth Harvard Cup is sponsored by Mindscape, Inc., the Millburn Corporation, the U.S. Chess Federation, the Internet Chess Club, Cybersmith, and the Computer Museum. The Harvard Cup is produced by H3 in conjunction with the Harvard Chess Club and the Harvard Computer Society. The Harvard Cup is being held this year in conjunction with the Pan-American Intercollégiate and Scholastic Team Chess Championships, 26-29 December 1995 at the same site (http://www.redweb.companam).

We look forward to seeing you in New York this December for another exciting Harvard Cup.

**CALENDAR OF COMPUTER-GAMES EVENTS 1995/1996**

**December 26-29, 1995**
The Sixth Harvard Cup Human versus Computer Chess Challenge to be held in New York, USA. For details see this issue p. 249.

**February 10-17, 1996**
A six-game match between World Champion Kasparov and DEEP BLUE to be held in Philadelphia, Penn., USA. For details see ICCA Journal Vol. 18, No. 2, p. 130 and this issue p. 248.

**February 16, 1996**
The ACM Computer-Chess Workshop, to be held in Philadelphia, Penn., USA. For details see this issue p. 248.

**April 10-12 and 15-17, 1996**

**June 27-28, 1996**
The eighth conference of the Advances in Computer Chess, to be held in Maastricht, The Netherlands. For details see this issue p. 251.

**ICCA JOURNAL REFEREES IN 1995**

_The Editorial Board_

The Editor-in-Chief and The Editorial Board like to acknowledge the expert assistance of the following persons in refereeing submissions to the Journal during 1995. We hope to meet an equal willingness among the referees for the years to come.

L.V. Allis  D. Kopeč  J. Nievergelt
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