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@mtrsch demon co uk or from the web page http://www cs unimaas nl/cca/msm.htm

THE 12th AEGON MAN-MACHINE TOURNAMENT
AN ANNOUNCEMENT
The Hague, The Netherlands
April 16-23, 1997
C de Gorter

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, Marahoeveplein 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 Nyboer, Lambert Oll, Hans Ree, Ye Rongguan, Gennadi Timoshchenko, and some of the Masters Zsófia Polgar, Erik Hoeksema, Gert Ligtermink, Gert Jan de Boer, Paul Boersma, Rim Kuifj, Rob Hartoch, Stefan Loffler, 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, XXX X 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 Voogt
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 Board games, language and Miss Bourlon
P Mebben Rithmomachia, the Philosopher's Game – a mediaeval battle of numbers
Th Depauls Inca Dice and Board Games
L Verbeeck Bul a Maya Board Game
B Rothohler Mehen, God of the Board Games

April 8 (dedicated to mancala-games research and theoretical issues)
Dr V Eagle Classification of mancala
Dr U Schadler Mancala in Roman Asia Minor?
IGM Y Averbakh About the transformation of race games into war games
A Foum Simultaneous blind bao demonstration

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