



THE FOURTH MIND SPORTS OLYMPIAD

Alexandra Palace
London

19 - 28 August 2000

www.msoworld.com



Price £5.00
Admission by programme

Voted the world's best!



The award winning MSO web site has been voted the world's best for logic games by Excite! In a ranking of more than 20 sites www.msoworld.com was the only site awarded 3 stars. The Microsoft Game Zone site was awarded 2 stars.

Winner of 12 awards



In its first year our site has won 12 awards including: Netscape's 'Cool Siting Award', Searchking's 'King of the Web' and Nu-Horizon Design Studio's 'Webmaster' and 'Entertainment' awards.

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More than 1,300 links to other mind sports sites
News, interviews and feature articles from the mind sports world



Welcome

As Founding Chairman of this great organisation, I am happy to welcome you to the Fourth Mind Sports Olympiad. Once again the organisers offer you an impressive range of Games: from Bridge to Backgammon, from Chess to Cribbage, and from Abalone to Zatre, all tastes and interests are catered for.

It is also a great pleasure to welcome back those who have contributed so much to the success of former Mind Sports Olympiads. We are again hosting major Bridge and Chess events. As last year, The Times Crossword Championship will be a major feature, MENSA is overseeing the two Intelligence Championships, and Magnus Magnusson has generously agreed to preside over the British Quiz Championship. In addition, we are delighted to welcome some newcomers to our list of major contests: the European Shogi Championships, the British Go Championship, and the Draughts World Team Championships.

When opening the First Mind Sports Olympiad in 1997, I issued a challenge which some of you may still remember. In this millennial year, for an event on an even larger scale held in even more prestigious surroundings, I exhort you all to make this the best and greatest Mind Sports Olympiad ever. This year, as in 1997, I urge you:

LET BATTLE COMMENCE!

Sir Brian Tovey KCMG

THE FOURTH
MIND SPORTS OLYMPIAD



ALEXANDRA PALACE
LONDON, 19-28 AUGUST 2000

For MSO I, II and III over 8,000 participants from 68 separate countries
 competed for MSO gold, silver and bronze medals

Abalone	Diplomacy	Number Quest
Acquire	Dominoes	Othello
Backgammon	Draughts (8x8)	Oware
BOKU	Draughts (10x10)	Pentamind
Borderline	Entropy	Poker
Bridge	GIPF	Quiz
Chess	Go (19x19)	Rummikub
Chinese Chess	Go (13x13)	Scrabble
(XiangQi)	Go (9x9)	Settlers of Catan
Continuo	Hexdame	Shogi (Japanese Chess)
Countdown	Intelligence	Skat
Creative Thinking	Lines of Action (LOA)	Speed Reading
Cribbage	Mastermind	Stratego
Crossword Puzzles	Memory Skills	Twixt
Dama	Mental Calculations	Zatze
Decamentathlon	Mind Mapping	

OPEN TO EVERYONE!!

Titles and ratings are to be gained in all tournaments.

THE MIND SPORTS OLYMPIAD IS A NON-SMOKING EVENT

To enter: Tel 01707 659080 Fax: 01707 661660

Email: olympiad@msoworld.com or write to Mind Sports Olympiad
 51 Borough Way, Potters Bar EN6 3HA. Website: www.msoworld.com



Mind Sports and the MSO

The Mind Sports Olympiad is an annual games festival in which all the contests are thinking games. The concept of an overall Olympiad for thinking activities is completely new. There have, however, been Olympiads devoted to certain specific activities. Since 1927 there have been Chess Olympiads, which are held every two years. There are also Bridge Olympiads every four years and Mathematics Olympiads every year. And in 1989 the first Computer Olympiad took place in London – an event in which all of the competitors were computer programs! What is unique about the Mind Sports Olympiad is that it combines more than 40 thinking activities in one spectacular event.

Why a Mind Sports Olympiad?

Since the dawn of civilisation some ten thousand years ago, history has recorded that men and women have been games players. The earliest writings of ancient civilisations regularly make reference to games similar in concept to tic-tac-toe (noughts and crosses). As a civilisation progressed, so did the complexity of its games.

The trend of the growth of games over the centuries has been a fascinating one, and has now reached a point of critical mass that not only gives rise to, but inevitably leads to the Mind Sports Olympiad. Fascinatingly, all major games have followed an identical growth pattern:

Stage 1: A single originator or small group of originators come up with a new creative idea for a game testing mental skills.

Stage 2: The new game is introduced to a wider range of players, and a small band of cognoscenti forms a loosely knit group of players.

Stage 3: The loosely knit group becomes an informal 'club'.

Stage 4: The club becomes more formalised, and multiplies, giving birth to other clubs similar in form to the original.

Stage 5: Players emerge who become the recognised leaders, experts and theorists of the game.

Stage 6: Formal competitions are organised, and local champions appear.

Stage 7: Literature is produced on the background and theory of the game, and formalised rules become established game-law.

Stage 8: National and international competitions arise, and a World Champion is crowned. Concurrent with this stage is the proliferation of articles, magazines and books on the subject, and the evolution of different 'schools' of thought on the game.

A natural limitation to the growth of games has been the fact that in most instances the number of players is two, occasionally three or four, and rarely more. Unlike a physical sporting event the diminutive size of the board usually limits spectatorship to a handful.

Contrast this with the number of spectators in the Roman Colosseum or the modern sports stadium, and we can readily see one of the reasons for the historical dominance of physical sports over mental games as spectator events.

Despite these limiting barriers to the growth of Mind Sports as spectator events, the expansion in recent years has been staggering. The game of Chess, once perceived as a contest for old men with grey beards, first hit the front page headlines in 1972 when the mercurial American genius Bobby Fischer wrested the World Championship crown from Russia's Boris Spassky in Reykjavik. Since then, Chess and its most prominent personalities have increasingly become media stars.

A measure of the growth of interest in Mind Sports is reflected in the increased prize fund for major contests. In 1969 the World Chess Championship match was worth around 3,000 roubles (less than \$3,000) to the winner. In 1993 Kasparov and Short contested a purse of £1.7 million, considerably in excess of the top two prizes at Wimbledon or any golf tournament. The Fischer-Spassky match of 1992 attracted an even larger prize fund, namely \$5 million.

Concurrent with the explosion of interest in mind games, is a similar explosion of interest in measuring mental skills, competing in them, and forming organisations based on them. Witness the dra-

matic growth of Mensa, the high IQ society, whose membership in England alone increases by over 2,000 per year, that membership having as one of its major hobbies the playing of thinking games and the solving of thinking puzzles.

This newly accelerating growth of interest in the mental arena has reached an explosion point. Local, national and international competitions proliferate; virtually all important newspapers and magazines carry articles, columns and feature sections on Chess, Bridge and brain-twisters.

In recent years the 'Tournament of the Mind' in The Times and the Mastermind programme on BBC TV have attracted big followings. Hundreds, in some cases a thousand or more competitors descend on towns and cities for Scrabble, Monopoly, Go, Chess, Bridge and other championships, and the demand for literature, clubs, playing venues and competitions increases steadily.

And now competition on the mental battlefield can be seen and entered, instantaneously, via the Internet, by far more spectators and competitors than for the physical battlefield.

For information, results, news and the opportunity to challenge our games programs visit our web site: **www.msoworld.com**

Or e-mail: info@msoworld.com

Frequently Asked Questions



This section answers many of the questions that we have often been asked concerning the Mind Sports Olympiad.

What is the Mind Sports Olympiad?

It is an Olympiad for 'thinking' games. The competitors play each other at a variety of well-known strategy games, such as Chess, Bridge, Backgammon, Scrabble, Othello and Go, and will compete for gold, silver and bronze medals, and for other prizes.

Why organise a Mind Sports Olympiad?

There has been an explosive growth of physical sports in the 1980s and 1990s. Now, with increased leisure time and more people working from home, Mind Sports will be the great growth area in the 21st century. And above all, MSO is great fun for the players and spectators. Anyone in the world can take part!

How many events may each competitor enter?

Most participants will enter only one competition, though it is possible to take advantage of the scheduling and compete in several tournaments. Also, there will be a 'Pentamind' competition for those who are adept at five or more different games, and a 'Decamentathlon' where players can test their wits on situations from ten different games and skills.

Which games and skills will there be?

In addition to the best known, classic, thinking games, there will be tournaments for a number of more recently invented games, which have achieved worldwide popularity, including Abalone, Continuo, Lines of Action, Mastermind, Rummikub, Stratego and Twixt. There will also be tournaments for some of the best strategy games from

Africa and Asia: Chinese Chess, Shogi (Japanese Chess) and Oware. Creative Thinking will monitor the contestants' speed, flexibility and originality in verbal, conceptual, imaginative, artistic and engineering thought. The Intelligence Championship will use questions compiled by Mensa. Speed Reading competitors will be tested on an unpublished text to determine their average number of words read per minute and their percentage comprehension. Mental Calculations will find the world's best at mental arithmetic. Memory Skills will include the ability to remember whole packs of playing cards, as many digits as possible of a long number, passages of text, etc.

How is the Mind Sports Olympiad organised?

There will be different competitions to cater for each game and skill. The format for most events will be the Swiss system, in which every contestant plays in every round. None of the contests will be knock-out tournaments.

What are the prizes?

Gold, Silver and Bronze medals will be awarded for the top adults and the top juniors in each competition. In addition there will be cash and other prizes in many tournaments, subject to sponsorship.

Do I need to record my game?

The rules vary from one game to another. An announcement will be made by your tournament director.

How do I find out what is happening in my tournament?

The pairings and results will be posted in your playing area. The results and leading scores will also be updated frequently during the event on our web site: www.msoworld.com

What happens in the event of a dispute?

The tournament director's decision is normally final. However, any player has the right of appeal which must be accompanied by a cash deposit of £20, returned if the appeal is upheld. An appeal will be heard by a committee of three people – the tournament director who made the original decision, another expert in that game who is nominated by the player who makes the appeal and the Chief Arbiter.

What do I do when my game is over?

Simply fill in the result form provided and take it to your tournament director's desk.

How do I compete for the Pentamind medals?

Just enter tournaments for five different games or mental skills and get a Pentamind card from the registration desk. You will score Pentamind points according to where you finish in each tournament. The players with the highest total Pentamind scores win the medals.

What games and skills are tested in the 'Decamentathlon'?

Bridge, Chess, Creative Thinking, Draughts 8x8, Go, Intelligence, Mastermind, Memory Skills, Mental Calculations and Othello.

What time in the evening will Alexandra Palace close?

When everything, including any entertainment or social event, has finished; usually around 9.30pm. But on some evenings it will stay open until 11pm.

Will there be awards ceremonies?

Yes. At the end of every tournament there will be an awards ceremony, normally in the same area where the tournament was played. On the final evening, August 28th, at 8:30pm, there will be one big awards presentation for all the tournaments finishing that evening and a festive closing ceremony.

Will smoking be permitted at Alexandra Palace?

Although the event is strictly non-smoking in the playing areas, there is a pub where you may smoke and drink as you wish. You may also smoke in the Palm Court, outside the West Hall.

Where will the Mind Sports Olympiad be held next year?

Next year's MSO will also be held at Alexandra Palace, from August 18-27, when we will be doubling the floor space. We intend to smash the record for the largest number of entries at any Olympiad ever,

which currently stands at 10,744 for the 1996 Olympic Games at Atlanta.

Are there MSOs anywhere else apart from London?

Yes. In Asia there have already been two Korean Mind Sports Olympiads and the first Japanese MSO takes place at the same time as our own event, played largely via the Internet. Next month will see the first Singapore MSO while the inaugural Italian MSO will be held in Milan in early December. Next year we expect all of these Mind Sports Olympiads to be repeated, with new ones in Prague, Hong Kong, Bangkok and possibly the USA and China.

Rankings and Titles



Some games and thinking sports have their own systems for giving players titles and ratings. However, at the Mind Sports Olympiad a new system has been set up which gives players a ranking for all events in which they compete.

The Mind Sports Olympiad Ranking System

The Third Mind Sports Olympiad was marked by the launch of a unified MSO ranking list which measures players in the same way for every game and mental skill. A player's ranking in a particular discipline is based on where he or she finished in that Mind Sport in each of the Olympiads in which (s)he competed. Recent tournaments are weighted more highly than past tournaments in order to reflect the current form of the players. Once a player is ranked he cannot simply rest on his laurels – those who do not compete will see their rankings decay slightly, due to a small percentage drop for each year they are inactive. The inaugural MSO ranking list for every Mind Sport will be published on our web site shortly after the end of the 4th Mind Sports Olympiad, together with full details of the calculations leading to the rankings.

Mind Sports Olympiad Titles

Alongside the MSO ranking list a system of MSO titles was inaugurated at last year's Mind Sports Olympiad. Participants are eligible, in each game and mental skill, for the titles: MSO Grandmaster, MSO International Master and MSO Candidate Master. The rules for gaining one of these titles are simple:

MSO Grandmaster in a particular Mind Sport – a player must win two gold medals or one gold and two silvers.

MSO International Master – two silver medals, or one silver and two bronze, or one gold and one bronze.

MSO Candidate Master – two bronze medals or one bronze and one silver.

The only restriction beyond these norms is that for titles in a few Mind Sports where there are evening tournaments with fewer rounds than the main events, competitors must have played at least a certain number of games in the tournaments in which they won their medals. This number is 20 in Chess (excluding 5-minute and 10-minute events) and the number for other events will be announced at the start of the Olympiad.

Medals won in the first three Mind Sports Olympiads may be included in the tally. The first titles and their accompanying certificates were presented during the 1999 Mind Sports Olympiad. Title winners will be permanently listed on our web site: www.msoworld.com



The Organisers

MSO is now in its fourth year following three very successful events in 1997, 1998 and 1999. The brains behind this year's Mind Sports Olympiad are:

David Levy – Founder and Chief Organiser

David Levy is an International Chess Master and author of 55 books on Chess, games and computer science. He is the founder of the Mind Sports Olympiad concept; was a leading organiser of Kasparov's World Chess Championship matches in London in 1986 and 1993; co-organiser of the first Man vs. Machine World Championship, the Draughts clash between Dr Marion Tinsley and Chinook in 1992; and the founding father of the highly successful Computer Olympiads. David is also President of the International Computer Chess Association and has been a driving force in the creation of several chess playing programs.

Tony Corfe – Event Manager

Tony has been part of the Mind Sports Olympiad team since 1997, when he joined as an arbiter for the Chess events. For 17 years, as a primary school teacher, he encouraged his pupils' love of chess and competition. Tony has been involved with the British Chess scene for 25 years, mainly concerned with local and national schools chess, but during the past decade he has organised many adult chess tournaments in North London. He now runs Tournament Chess Supplies, a business which dates back to 1970. Tony enjoys organising events on a grand scale and no challenge is too big for him. As a 'team player' he has been able to encourage many of his family and colleagues to contribute their time to the Mind Sports Olympiad in London.

He and the MSO owe a great deal for the support of his wife Barbara, his son, Jonathan and his daughter, Jenny, all of whom have

helped in dealing with entries and results. Immediately following this year's event in London Tony and Barbara will be flying to Singapore with David Levy to assist in the running of the first Singapore MSO.

Dan Glimne – Chief Arbiter

Dan Glimne is one of the world's most respected games authorities. He has published over 50 games (with total sales of nearly one million) in more than a dozen countries, and written eight books. In addition to his role with the Mind Sports Olympiad, Dan was organiser and chief arbiter for the 1982 and 1991 World Othello Championships and the 1996 Swedish Monopoly Championship.

Lady Mary Tovey – MSO Secretary

Lady Mary Tovey is a Mind Mapping expert and co-organiser of the Festival of the Mind, held at the Royal Albert Hall in 1995. Mary has been a key board member of MSO since its inception in 1997. She has immense experience on the international diplomatic circuit and lectures authoritatively on mental improvement techniques. She is also the editor of the new Brain Power section on our web site: www.msoworld.com

Jaap van den Herik

Jaap van den Herik is a Professor of Computer Science at the University of Maastricht and simultaneously holds a named professorial chair (LUF professorship) at the University of Leiden, Department of Law, where he specializes in Computers and Law.

He is a co-founder of the Dutch Association for Artificial Intelligence and was President of the association from 1990 to 1995. Together with some others, including former World Chess Champion Professor Max Euwe, he founded the Dutch Computer Chess Association in 1980. Since 1983 he has been the Editor-in-Chief of the International Computer Chess Association Journal, one of only 400 journals accepted by the Institute for Scientific Information as a source for the CompuMath Citation Index. He is a prolific author in the field of Artificial Intelligence.

Jaap has been Tournament Director at numerous World Computer Chess Championships and similar events.

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MSO 2000 at a Glance

The Fourth Mind Sports Olympiad takes place from Saturday 19 August until Monday 28 August 2000.

Playing Schedule and Prizes

The pages that follow contain the detailed playing schedule and entry fees for the Fourth Mind Sports Olympiad. Note that most of the morning sessions will, as usual, start at 10:00am. The start of the afternoon playing session will normally be 3:30pm (15:30). All entry fees are in pounds sterling (£). Note that the first entry fee given is for adults and the second (in brackets) is for juniors (under-16 on 19th August 2000).

This year we have extended the Olympiad from nine days to ten, significantly increasing the number of tournaments and other attractions on offer. For those who wish to take part in several tournaments we have a special entry fee of £75 (£30 for juniors) for which you may enter as many events as you wish (excluding the MSO Masters Chess Championship, the Computer Olympiad and any invitational tournaments), so long as they do not clash in the playing schedule. For example, you could enter 8 Chess tournaments for a total of £75!

In addition to the Gold, Silver and Bronze medals which are awarded to the leading players in every tournament and to the leading juniors (who are under 16 years of age on 19th August 2000), there will also be cash prizes in several tournaments, depending on sponsorship.

Almost all of the tournaments at the Mind Sports Olympiad are run on the Swiss system. This means that you do not get knocked out of a tournament if you lose a game – you continue to play against opponents who have approximately the same score as yourself and you continue to play every round no matter what your score may be.

The following table indicates the dates and times on which events

take place. Events marked 'am' are from 10.00am-2.00pm; 'pm' are from 3.30pm-7.30pm; 'eve' are from 7pm-10.30pm; 'am and pm' from 10.00am-2.00pm and 3.30pm-7.30pm; 'pm and eve' from 3.30pm-9.30pm. Other times are as stated below.

ENTRY FEES: the first figure is the adult entry fee, the latter is the junior (under-16 on August 19th). All fees are in UK pounds. There is a late fee of £5 for participants whose first entry is postmarked after August 12th. (Once a player has entered for one or more tournaments there is no late fee if (s)he decides to enter more tournaments at a later date.)

EVENT	DAY TIME	FEES
Abalone		
World Championship	19-20 am	£15/£6
Acquire		
Olympiad Championship	28 am and pm	£15/£6
Backgammon		
Beginners' Tournament	19 pm and eve	£13/£5
Weekend Tournament	19-20 pm and eve	£20/£8
Olympiad Championship	21-25 pm and eve	£20/£8
British Open	26-28 pm and eve	£25/£10
Boku		
World Championship	22-23 am and pm	£20/£8
Borderline		
World Championship	29 am and pm	£15/£6
Bridge		
Mini-Bridge (For Beginners) (a)	23-25 am	£10/£4 per event
Worldwide Simultaneous Pairs (b)	22 7:00-10:30pm	£4.50
MSO Pairs Ch'ship Qualifier (c)	23 2:00-5:30pm	£30/£12
Worldwide Simultaneous Pairs (d)	23 7:00-10:30pm	£4.50
MSO Pairs Championship Final (e)	24 10:00am-1:30pm and 3:00pm-7:30pm	
MSO Open Pairs (f)	24 10:00am-1:30pm and 3:00pm-7:30pm	

EVENT	DAY TIME	FEES
Mixed Pairs (g)	25 2:00-5:30pm	£10/£4
Novice Pairs (g)	25 2:00-5:30pm	£10/£4
Ladies Pairs and Mens Pairs (h)	25 7:00-10:30pm	£10/£4
Swiss Pairs	27 am and 3:00-7:30pm	£15/£6
Swiss Teams (i)	28 am and 3:00-7:30pm	£15/£6

a) In addition to the regular Bridge tournaments we are also organizing three sessions of Mini-Bridge (also known as 'Taste Bridge'). These sessions will run from 10:00 am each day, Tuesday 23 – Thursday 25. The first few minutes of each session will be a teach-in, run by the English Bridge Union, **for people who have no previous experience whatsoever**. You can learn to play Mini-Bridge immediately and within a few minutes you will be sitting down to play your first few hands!! All participants in each of these Mini-Bridge sessions will play in a tournament as soon as their teach-in is finished, it is as easy as that! Medals are awarded to the first three places each day.

b) 1st Charity Tournament organised by the World Bridge Federation. Acts as a qualifier for the MSO Pairs Championship on 24 August.

c) Acts as a qualifier for the MSO Pairs Championship on 24 August. Entry fee also pays for either MSO Pairs Championship Final or MSO Open Pairs.

d) 2nd Charity Tournament organised by the World Bridge Federation. Acts as a qualifier for the MSO Pairs Championship on 24 August.

e) Free to qualifiers from the MSO Pairs Championship Qualifier; £25.50 (£7.50) for qualifiers from either Charity Tournament. Open to those only who qualified from one of the above three events.

f) Free to participants in the MSO Pairs Championship Qualifier. Open to those only who did not qualify for the MSO Pairs Championship Final.

g) Neither partner may have reached the English MP rank of Regional Master or equivalent.

h) Two simultaneous separate tournaments.

i) All sessions will be 24 boards.

EVENT	DAY	TIME	FEE
Chess			
Blitz Championship (5 minutes)	19	am and 3:00-7:30pm	£15/£6
Junior Blitz Ch'ship (5 min) (a)	19	noon-6:00pm	£5
'British Land' UK Chess Challenge Gigafinal (b)	20	9:00am onwards	
Olympiad Championship (30 min.)	21-25	am	£25/£10
MSO Masters (Ron Banwell Memorial)			
FIDE rated tournament	20-28	3:30-10:30pm	variable
Evening Championship (25 min.)	24-25	7:00-10:00pm	£15/£6
20 minute Tournament	26	am and 3:00-7:30pm	£15/£6
'British Land' UK Chess Challenge Terafinal	26-27	am and 3:00-7:30pm	
15 minute Tournament	27	am and 3:00-7:30pm	£15/£6
10 minute Tournament	28	am	£13/£5
5 minute Tournament	28	3:00-7:30pm	£13/£5

a) Restricted to under-18s only.

b) Open to pre-qualified juniors only.

Chinese Chess (Xiangqi)

Olympiad Individual Championship	19-20	am and 3:00-7:30pm	£20/£8
10 minute Tournament	21	pm	
	22	am and pm	£18/£7
Simultaneous Display (a)	23	pm	FREE!
European Teams Championship (b)	25	pm and	
	26-28	am and pm	£13/£5

a) Display will contain up to 20 boards

b) Takes place between teams of three.

Continuo

World Championship	21	am	£13/£5
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Countdown

Audition test (by invitation only)	21	2:15-3:15pm	FREE!
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EVENT	DAY	TIME	FEE
Audition test (by invitation only)	23	2:15-3:15pm	FREE!
Audition test (open to everyone)	24	2:15-3:15pm	FREE!
Creative Thinking			
World Championship	19	am	£13/£5
Cribbage (Five-Card Cribbage)			
Pairs World Championship	19-20	am and 3:00-7:30pm	£20/£8
Intermediate Pairs	20	am and 3:00-7:30pm	£20/£8
Singles World Championship	26-27	am and 3:00-7:30pm	£20/£8
Intermediate Singles	27	am and 3:00-7:30pm	£20/£8

Crossword Puzzles

<i>The Times</i> Crossword Ch'ship	26	2:00-6:00pm	
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Open to pre-qualified competitors only.

Dama (Turkish Draughts)

Details to be announced.

Decamentathlon

World Championship	27	pm	£13/£5
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Diplomacy

Olympiad Championship	26	10:00am-10:00pm with breaks	£15/£6
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Dominoes

British Open 5s and 3s Singles Ch'p	19-20	am and 3:00-7:30pm	£20/£8
Intermediate 5s and 3s Singles (a)	20	am and 3:00-7:30pm	£13/£5
British Open 5s and 3s Pairs Ch'p	26-27	am and 3:00-7:30pm	£20/£8
Intermediate 5s and 3s Pairs Ch'p	27	am and 3:00-7:30pm	£13/£5

EVENT	DAY	TIME	FEES
a) Free for entrants who entered the British Open 5s and 3s Singles Championship but did not qualify for day two. £13/£5 for other entrants.			
8x8 Draughts (Checkers)			
Intermediate Tournament	25	am	£13/£5
Masters Tournament	26-27	10:00am-6:00pm	
	28	am	£25/£10
There will be a lunch break on the 26 and 27.			
10x10 Draughts (Dames)			
World Team Championships			
Adults:	21-28	4:00pm-9:30pm	
Juniors:	21-28	10:00am-3:30pm	
This takes place between national teams, by selection only.			
10x10 Draughts Festival			
There will also be a festival of other 10x10 Draughts events, details to be announced.			
Entropy			
World Championship	24-25	pm	£15/£6
GIPF			
World Championship	26	am and 3:00-7:30pm	£13/£5
GIPF with TAMSK potentials	27	am	
Free to Gipf World Championship entrants, £13/£5 otherwise.			
Go			
British Ch'ship Title Match (a)	19-22	10:00am start each day and 28 if necessary	
Introduction to Go for Beginners	19	am	FREE!
Intro. to Go for Beginners (repeat)	20	am	FREE!
Lightning Tournament (12 min.)	20	am	£13/£5
Youth Tournament (b)	20	3:00-7:30pm	£13/£5
Open Tournament (105 minutes)	23-25	am and 3:00-7:30pm	£25/£10

EVENT	DAY	TIME	FEES
Rapidplay Tournament (30 min.)	26	am and 3:00-7:30pm	£15/£6
Pairgo Tournament	27	am and 3:00-7:30pm	£15/£6
13x13 Tournament	28	am and 3:00-7:30pm	£15/£6
Novice Tournament	28	am	£13/£5
a) Takes place between championship qualifiers only.			
b) Format to be announced.			
Intelligence (questions set by Mensa)			
World Championship	23-25	10:00-1:00pm	£20/£8
Olympiad Championship	26	10:00-1:30pm	£13/£5
Learn and Play New Games			
Olympiad Event	28	am and pm	£15/£6
Lines Of Action			
World Championship	22-23	pm	£15/£6
Mastermind			
Olympiad Championship	19-20	pm	£15/£6
Memory Skills			
World Championship	21-22	am and pm	£25/£10
Mental Calculations			
World Open Championship	20	am	£13/£5
World Under 13 Championship	28	3:00-7:30pm	£5
Mind Mapping			
World Championship	19	am and pm	£15/£6
Number Quest			
British Schools Championship	26-27	am and pm	FREE!
Prizes provided by Dorling Kindersley.			

EVENT	DAY TIME	FEES
Othello		
10x10 Quickplay (25 minutes)	19-20 am	£15/£6
8x8 Beginners Tournament 1	19 pm	£13/£5
8x8 Blitz World Ch'ship (5 minutes)	20 pm	£13/£5
10x10 World Ch'ship (50 minutes)	21-23 pm	£18/£7
8x8 Beginners Tournament 2	23 pm	£13/£5
8x8 Quickplay (15 minutes)	24-25 pm	£15/£6
8x8 Beginners Tournament 3	26 pm	£13/£5
8x8 European Ch'ship (30 minutes)	26-27 am and pm &	
	28 am	£25/£10
8x8 Beginners Tournament 4	28 am	£13/£5

Oware

Strategy Workshops for Beginners with Mini Tournois (a)	19-20 10:30-8:00pm	£13/£5
Senior International Ch'ship (b)	24-28 1:00-7:30pm	£20
Under 11 International Ch'ship (b)	21 1:00-7:30pm	£8
Under 18 International Ch'ship (b)	22 1:00-7:30pm	£10
Beginners' Tournaments	23 1:00-7:30pm	£13/£5
International Team Champ'ship (c)	27 1:00-7:30pm	£6

a) Two separate events, with identical schedules: 10:30am – Registration; 11:00am-1:00pm – Rules and board setting; 2:00-3:15pm – Learn how to count; 4:00pm-8:00pm – Mini Tournois. Workshops conducted by Tournament director Glenda Trew and Junior World champion Elison Davis.

b) Three separate simultaneous events for seniors, under-18s and under-11s.

c) £6 per player (teams of five).

Pentamind World Championship

To compete for the Pentamind medals, participants must enter tournaments for 5 or more different games or mental skills. **at least one of these must have 3 or more playing sessions; all five together must have 10 or more playing sessions.** You will score Pentamind points according to where you finish in each tournament according to the formula $100(p - n)/(p - 1)$ where p represents the number of players in the tournament and n represents the participant's position in the tournament. The participants with the highest

EVENT	DAY TIME	FEES
total Pentamind scores from their 5 best tournaments for different games or mental skills will win the medals and the overall highest score wins the Pentamind World Championship.		
You may enter as many tournaments as you wish (excluding the MSO Masters Chess tournament and any invitational or pre-qualification tournaments) for a maximum entry fee of £75 (juniors £30). If you wish to enter for many tournaments this is by far the cheapest way to do it and it qualifies you for extra medal opportunities.		

You may not include any beginners, novice or age-restricted tournaments in your '5 best' results. A Pentamind participant who enters a tournament and then withdraws from it before playing at least half of the games will have that tournament included in his score calculations. No player may enter for tournaments which clash in the playing schedule.

Poker

World Amateur Championship (a)	19-24 am	£13/£5
Amateur Texas Hold'em No-Limit	25-26 am	£15/£6
Amateur 7-Card Stud Pot-Limit	27-28 am	£15/£6

a) Entry fee is per day. To qualify for the title you must play in four or more of these six tournaments:

- 1) Saturday 19: Pot-Limit Five-Card Draw
- 2) Sunday 20: Pot-Limit Texas Hold'em
- 3) Monday 21: Pot-Limit Canadian Stud
- 4) Tuesday 22: Pot-Limit London Lowball
- 5) Wednesday 23: Pot-Limit Omaha
- 6) Thursday 24: Pot-Limit Seven-Card Stud

Quiz

British Championship	20 am (qualifier)	
	20 pm (final)	£15/£6

We are pleased to announce that once again our quiz will be compered by Magnus Magnusson!

EVENT	DAY TIME		FEES
Rummikub			

British Championship (a)	23	am and pm	£15/£6
Olympiad Championship (b)	24	am and pm	£15/£6

a) Open to British citizens only.

b) Open to all nationalities.

Scrabble

National Scrabble Ch'ship (a)	19	10:30am-2:00pm and 3:00-6:30pm	
	20	9:30am-1:00pm and 2:00-5:30pm	£20/£8
Olympiad Championship	21-25	am	£20/£8
Evening Tournament	21-23	7:00-10:00pm	£15/£6

a) Entries must be received by July 24th.

Settlers Of Catan

Olympiad Championship	27	am and pm	£15/£6
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Shogi

Handicap Team Match	23	10:00-6:30pm	£15/£6
Shogi For Beginners	23	am	FREE!
Shogi lesson by Nakao Osamu, 6-dan professional	23	8:00-10:30pm	FREE!
Simultaneous Exhibition by Nakao Osamu	24	9:30-1:30pm	£10/£4
Olympiad Blitz Championship	24	2:30-6:30pm	£13/£5
Demonstration Game by Nakao Osamu	24	8:00-10:30pm	FREE!
European Championship (a)	25	9:00-6:30pm	
	26	10:00am-10:30pm	
	27	8:30am-2:30	£25/£10

a) On the 25th and 27th there will be one meal break with two on the 26th.

Skat

Olympiad Championship	19-20	am and pm	£18/£7
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EVENT	DAY TIME		FEES
Speed Reading			

World Championship	22	am	£13/£5
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Stratego

Workshop (a)	22	2:15pm	FREE!
Beginners Tournament 1	23	am	£13/£5
Barrage Tournament (10 minutes)	23	pm	£13/£5
World Championship (b)	24	pm	
	25	am and pm	
	26	am	£20/£8
Workshop (b)	26	2:30pm	FREE!
Beginners Tournament 2	26	pm	£13/£5

a) Will cover rules, basic strategies and so on

b) Entry fee for the World Championship also permits entry to all other tournaments.

Twixt

Olympiad Championship	22-23	am	£15/£6
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Zatre

World Championship	25-26	am and pm	£20/£8
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A-Z of Events



A few of the games featured in the Mind Sports Olympiad may be unfamiliar to some visitors to the event. Here is a brief description of each game and skill. Thanks are due to David Pritchard, former editor of *Games & Puzzles*, for much of the following information.

Abalone

The popular two-player strategy game Abalone was invented by two Frenchmen, M. Lalet and L. Levi, in 1988. The game is played on a hexagonal board composed of 61 cells in a regular pattern. Each player (White/Black) has 14 marbles in their own colour. You move (push) your own men, either singly or as a line, in any direction. The object is to push six of your opponent's balls off the board.

Acquire

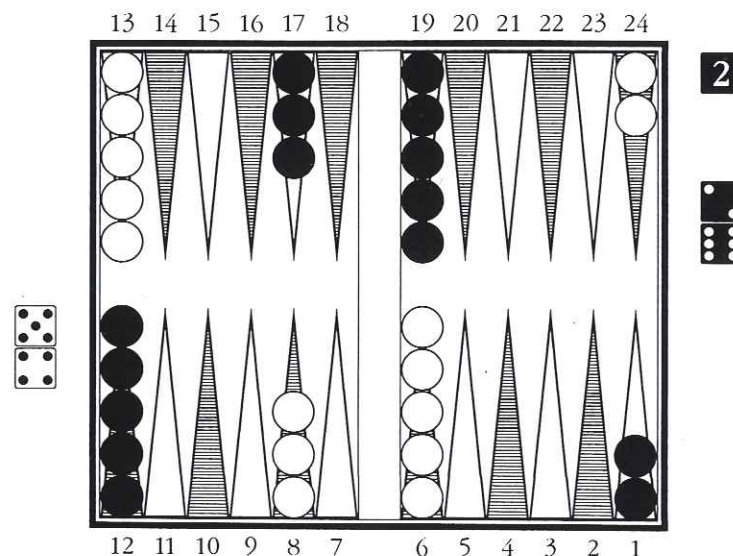
A relatively recent game, designed by Sid Sackson in the 1970s, since when it has become a classic economic game. The game revolves around hotel chains. As the game progresses the hotel chains get bigger and larger companies take over smaller ones, giving payouts to the shareholders of the companies taken over whilst increasing the capital value of the larger conglomerate.

Backgammon

Backgammon is a race game the origins of which can be traced back to antiquity and specifically to the Roman game *Tabula* and the Muslim game *Nard*. Popular in medieval times, the game was in decline in Britain until the relatively recent introduction of the doubling cube. (The doubling cube permits players to double the stakes in turn, up to 64 or more times the original bet.) Today there is an international circuit that attracts the gambling elite, but Backgammon also has a place as a family and social game.

Although the play is highly skilful, the fact that the moves rely on the fall of the dice introduces a large element of luck. In the long run the better player will always win, but the beauty of the game is

that even a novice can win the odd game against a world champion. Fundamentally, backgammon is a simple race game. The object is to move the pieces around the board towards your inner table. Once all 15 of your pieces have arrived in the inner table, they can be 'borne off', i.e. removed from the board. The first player to remove all their pieces from the board is the winner.



Boku

The game is played with black and white marbles on a hexagonal board. The aim is to create a line of five or more of your own marbles. There is a 'sandwich' rule – placing a marble of your own colour so that exactly two opposing marbles are sandwiched between it and one of your other marbles allows you to remove one of your opponent's marbles.

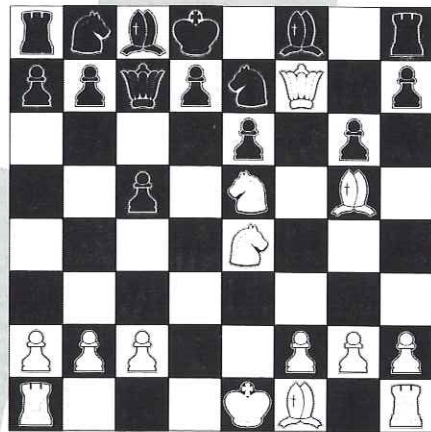
Borderline

This is a new game that can be played by anyone aged from 8 to 108. Learn the game in under 1 minute and you will be amazed at the strategy involved. This is the first ever World Championship for *Borderline* and all you have to do to win is get one piece over your opponent's border. It really is simple.

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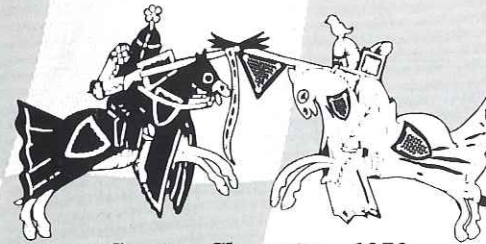


White mates in three



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Bridge

The game we now call Bridge is Contract Bridge (the same game as Auction Bridge but with a more sophisticated scoring system). It was developed from Whist via Biritch, Auction Bridge and Plafond. The game dates from 1925 and is generally credited to Harold S. Vanderbilt who, together with friends, worked out the rules during some experimental games on a sea journey. Ely Culbertson popularised Contract Bridge in the 1930s and 1940s since when several tournament systems have been devised and refined.

Duplicate Bridge is a form of play in which the chance element inherent in social rubber bridge is eliminated by allowing contestants to play the same hands. All players must declare the conventions (artificial bidding systems) they are using. Tournaments are commonly Pairs (the same couples play together throughout) or Team of Four. In team contests scores are often converted into IMPs (International Match Points). There is a World Bridge Federation in addition to dozens of national organisations.

♠ K Q 8 7 6 5
♥ A J 4
♦ K Q 7 2
♣ -

♠ A J 10 4
♥ 5
♦ 8 6 5
♣ A Q 5 4 3



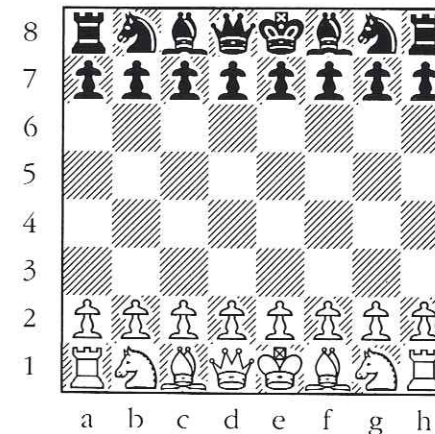
♠ 9 3
♥ 10 6 3 2
♦ 10 4 3
♣ J 10 8 7

♠ 2
♥ K Q 9 8 7
♦ A J 9
♣ K 9 6 2

Chess

The name 'Chess' is derived from the Persian word 'Shah', meaning a king or ruler. This word is also related to 'check' and may even be cognate with the words Caesar, Kaiser and Czar, respectively denot-

ing rulers in the Roman Empire, the German Empire and the Russian Empire. The earliest written reference is from an ancient Persian poem of the late sixth century AD, the Chatrang Namak. Around 1475 Chess underwent a rule change which led to the pieces becoming more dynamic, essentially leading to the Western or 'international' form of the game. It was at this time that castling was introduced, pawns gained the privilege of advancing two squares on the first move, and the queen was transformed from a waddling cripple of a piece (the Arabic vizier), to one of devastating mobility.

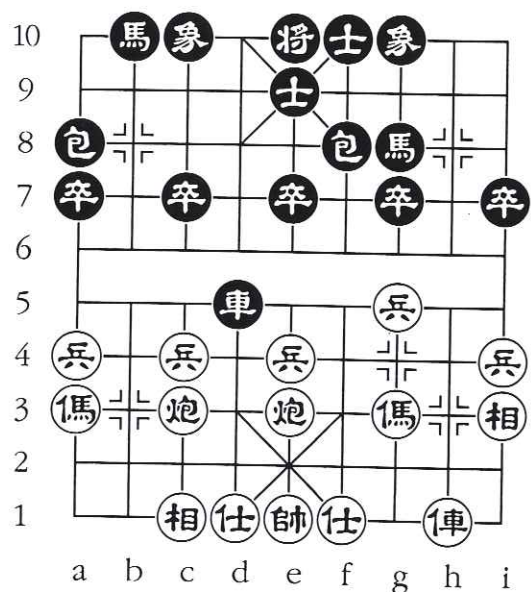


It is doubtless the almost overnight increase in the strength and manoeuvrability of the queen which explains the joyous adventures and excursions with it, the giving of check being particularly popular, whether it advanced a player's cause or not. This can be observed in the recorded games of the new chess up to the early 17th century. Chess is a game that symbolises warfare, so the increased firepower of the queen surely reflects the introduction of artillery in the mid-15th century sphere of battlefield technology. The sudden advances in chess must, overall, also be explicable in terms of the Renaissance dynamic, the increasingly urgent perception of distance, space and perspective which distinguishes that phase of human intellectual development. Columbus discovered the New World for Spain in 1492, and it was fitting that the fresh impetus for chess, as it arose from the tortuous Arabic and medieval form, should also have come from Spain. Why was the spread of the new Chess after 1475 so rapid? The answer, often overlooked, is that Spain at that

time was the dominant centre for world communication, and thus spread the new Chess globally through its explorations and conquests.

Chinese Chess (Xiang Qi)

The origins of Chinese Chess are obscure, but it is approximately coeval with Chess. It is perhaps the world's most popular game given the population of China and the fact that most Chinese people know how to play it. Chinese Chess is played with 16 pieces a side on the intersections (arranged nine by ten) of a board which has a central dividing 'river'. The object, as in Chess and Shogi, is to checkmate the opposing king. It is a highly tactical game but one that lacks a strong diagonal-moving piece. The World Championship is a recent innovation and Chinese Chess now has a growing, enthusiastic following in the West.



Continuo

A pattern-matching tile game, ideally for two players, Continuo was invented by Maureen Hiron in 1982 and has sold over five million copies in a total of 37 countries. The game consists of 42 cardboard tiles, each tile divided into 16 (4x4) small squares. Each square is of

a single colour and a tile may have either two or three different colours (there are only four colours in total – blue, green, yellow and red). Players draw tiles and lay down one in turn such that it abuts at least one tile already on the table. The player scores all squares of a group of the same colour where at least one square on the placed tile is contiguous with at least one square of the tile it abuts. A group of squares may cover several tiles. The winner is the player with the highest score when all tiles have been played.

Countdown

This tournament is based on the popular Channel 4 TV programme Countdown and is conducted by Mark Nyman, producer of the programme, who is also a former World Scrabble Champion. The tournament takes the form of a series of questions which will be used by Mark Nyman to help select contestants who will appear on the TV programme.

Creative Thinking

The Creative Thinking World Championship comprises three tests of 30-45 minutes, with two 30-minute breaks. Contestants will be set a variety of tasks involving imagination and originality. Points will be scored for: Creative Fecundity – the ability to produce a large number of ideas in a limited time; and Pure Originality – the ability to come up with ideas that other people don't consider. The scoring system will, however, reward quality more highly than quantity.

Cribbage

This popular card game, a favourite of working men's clubs and pubs, has been credited to the colourful Sir John Suckling (1609-1642), known as the 'greatest gamester'.

Cribbage is a points-scoring game in which cards count their pip value with aces scoring one point and all court cards scoring ten points. The game is played with a standard pack without jokers. A peg board is used to keep score, the winner being the first to reach or pass 61 points in singles or 121 points in pairs.

There are individual and pairs championships at the MSO, both in five-card cribbage.

Crossword Puzzles

Word-squares and puzzles have existed since the birth of Christ and opinions differ on how a true crossword differs from other word puzzles.

zles. However, there is little doubt that the modern puzzle evolved from Arthur Wynne's diamond-shaped 'Word Cross' published in the New York World on 21 December 1913.

Wynne thought his brainchild 'just another puzzle', but it immediately became a weekly feature and he worked with enthusiastic readers to develop the 'cross-word'. It soon became the symmetrical, mainly square design we see today. His paper remained the only one to use crosswords until 1924 when two Harvard graduates published a collection of its puzzles. Within the year, over 400,000 copies were sold and the publishing firm of Simon and Schuster was established.

Crossword mania erupted and, in London, *The Times* reported: 'All America has succumbed to the crossword.' A man shot his wife when she would not help with his crossword. Doctors gave a warning of 'a risk of developing neurotic traits through frustration' and of 'crossword patterns damaging the sight'.

The honest crossword compiler follows two simple rules: a clue must contain a reference to the meaning of the whole solution and, although the compiler does not have to mean what he says, he must say what he means.

Dama

This game is also known as Turkish Draughts and is popular in the Middle-East, particularly Bahrain where it used to be played by the divers while they relaxed on the beach. The game is played with 16 men a side on a standard Draughts board, but the starting position and the moves of pieces are different from other forms of Draughts.

In recent years Bahrain has made the game into a serious competitive Mind Sport and this year's tournament at the Mind Sports Olympiad is the Dama World Championship.

Decamentathlon

The Decamentathlon is a four-hour challenge in ten different games and mental skills: Bridge, Chess, Creative Thinking, Draughts (Checkers) 8x8, Go, Intelligence, Mastermind, Memory Skills, Mental Calculations and Othello (Reversi). Anyone taking a calculator, including calculator watches etc., into the tournament, will be disqualified. Each of the 10 games and mental skills will be worth a maximum of 100 points. It is possible to win the Decamentathlon even if you are unable to attempt all 10 sections – if you do well

enough on those that you do attempt then you may score more points than someone who attempts all 10 sections but performs less well overall. The first skill to be tested is Memory. The Memory Skills test consists of two parts:

- a) memorising a normal deck of 52 playing cards which have been shuffled; and
- b) memorising as many digits as possible of a long number.

Each of the other nine sections will consist of a written test. In chess, for example, you will be shown some positions from games and asked to write down what you think is the best move.

Diplomacy

The board game Diplomacy was invented by Allan B. Calhamer, an American, in 1954. It is played on a stylised map of Europe at the turn of the last century. The players assume the roles of the Great Powers at that time: England, Germany, France, Russia, Austria-Hungary, Italy and Turkey. Land and sea power are almost equally significant, each player starting with three armies/fleets which are manoeuvred according to simple rules. There are initially twelve unallocated supply bases scattered around Europe. Each of these earns an extra army or fleet for the occupier. The aim of the game is to emerge as the dominant power.

Diplomacy is a game of pure skill. Players write down their movement orders, which are then revealed simultaneously, conflicting orders being resolved according to a few basic rules. What sets the game apart, however, is the negotiating phase which takes place before each move. In this phase players engage in head-to-head diplomacy, striking up alliances (many probably to be broken later), integrating tactics, or otherwise agreeing on actions to be taken.

Diplomacy is a classic, one of the best board games of the last fifty years. It has an army of devoted followers, many of whom play by correspondence.

Dominoes

Dominoes is the second most popular pub game after darts, though strictly speaking, dominoes are, like playing cards, tools for many different games rather than a game as such.

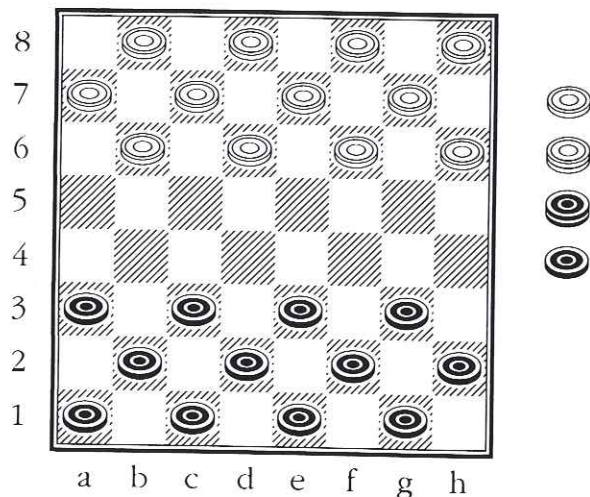
A set of dominoes is commonly called a pack. The double-six pack is in use for the game being played in the Mind Sports Olympiad –

Fives and Threes. A double-six pack is composed of 28 different tiles, which represent every possible throw of two dice plus blanks. Despite their apparent simplicity, domino games are highly skilful.

Draughts (Checkers)

Unlike Chess, Draughts (Checkers) has never been properly internationalised, with the result that the game is played with different boards and under different rules in different countries. The 8x8 game we know as Draughts is strictly Anglo-American; the 'international' game, Dames, played on a 10x10 board, is a loose description only (the Greeks and Turks, for example, play quite different games). International draughts is by far the more complicated of the two, and is dominated by players from the Netherlands and the former Soviet Union.

Draughts players, like Go players, like to credit their game with a long and distinguished history, but the evidence points to its invention in medieval Europe, probably France, in about the 12th century.



Entropy

Entropy is a two-player abstract strategy game that is generally considered to be a modern classic. It was invented by Dr Eric Solomon and accorded the rare 100% rating by *Games & Puzzles* maga-

zine's Games Test Panel in 1981.

The marketed game uses a 5x5 board, but the version we are using gives a much more sophisticated and skilful game. It involves a 7x7 board (not chequered) and 49 counters, seven each of seven different colours. One player is Order, the other Chaos. All the counters are placed in a bag and are drawn, one at a time and unseen, by Chaos, who places them on any empty square on the board. Each time a counter is placed, Order can move any one counter on the board, including the one just played, like a rook in chess. The object of Order is to form patterns, both horizontally and vertically, which Chaos strives to prevent. A pattern is any line of two or more adjacent counters which is identical if the order is reversed. (There are 30 different possible patterns.) When all the counters are played (so the board is now full) the position is scored using a straightforward system and the players reverse roles.

GIPF

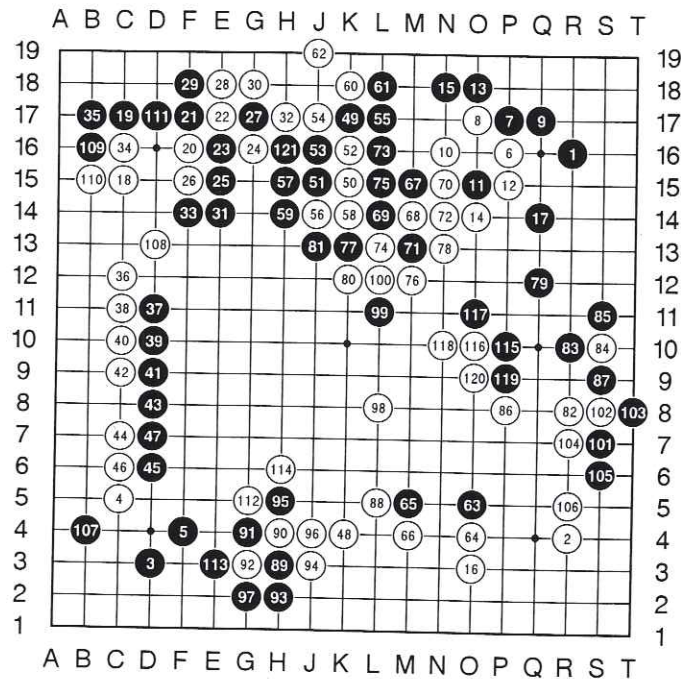
GIPF is a strategic game for two players. The basic rules are simple: on your turn, you introduce one piece into play until you have four in a row. Each time you get a row of four pieces, you remove it from the board and capture any of your opponent's pieces which extend the row. This way of capturing pieces creates completely different positions on the board time and again. The aim is to form successive rows of at least four pieces, until your opponent has no pieces left to bring into play. GIPF has had excellent reviews all over the world and was nominated for Spiel des Jahres in Germany and the Toy Award in Belgium. *Games Magazine* (US) mentioned it as the best abstract game of 1998. It has been said by many that the game has all the qualities to become a classic.

Go

Go is a two-player abstract game played on a board of 19x19 points with a sufficiency of black and white stones (pieces). A 13x13 and a 9x9 board are sometimes used, mainly by beginners or for instructional purposes. The origins of the game are obscure, but Go players frequently refer to their game being 4,000 years old, a gross exaggeration. The game was invented in China, but its spiritual home has long been Japan, where it supports a corps of professional players, teachers and commentators. It is also extremely popular in Korea.

The game starts with an empty board and each player in turn places

a stone on a vacant point with the object of enclosing territory (unoccupied points). A secondary aim is to surround and capture opponent's stones. The game looks deceptively simple but is as profound as any game ever invented – one slip can result in irretrievable collapse. Expert play, to the tutored eye, has an elegance rarely found in other games. There is considerable research, especially on opening play, and the game has an extensive literature.



Intelligence

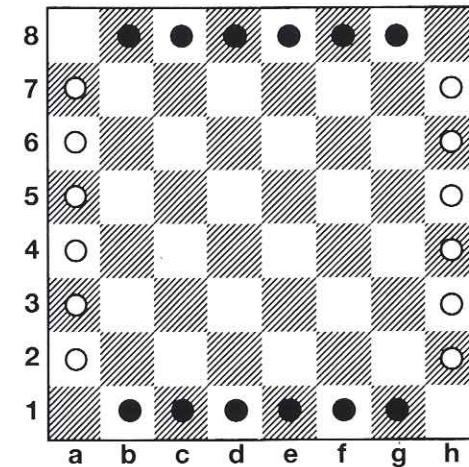
The intelligence tournaments at the Mind Sports Olympiad are being set and marked by Mensa, the high IQ society. For those participants whose mother tongue is not English, it is possible to compete for a set of 'restricted' medals (and Pentamind points) by participating in all the non-linguistic tests.

Learn and Play New Games

This will feature lectures and simultaneous displays by games experts. The aim of this will be to help people improve their play and

learn more about the games. It will be possible to learn new games in the morning and then play competitively in the afternoon.

Lines of Action



Lines of Action (LOA) is a two-player abstract game invented by the late Claude Source. It is a cult game in America and Europe and is much played by correspondence. An 8x8 draughts (checkers) board and men (12-a-side) are used. The starting position has the pieces arranged around the perimeter squares with the corners empty and the pieces of like colour facing one another. Pieces move in any direction exactly the number of squares that there are pieces on that line, including the piece moving. Thus in the starting position every piece can move exactly two squares. Capturing is possible, but the game has a unique object: to combine one's pieces in a single group. This poses a perpetual problem of when to capture. By doing so you may split a group, but you also reduce the number of opponent's pieces; in theory making it easier to unite the men. A player left with a single piece wins, remaining with a group of one.

Mastermind

Mastermind is a two-player code-breaking game which was invented by Marco Meirovitz and is based on the Victorian pencil-and-paper game of Bulls & Cows (amongst other names). Components are a peg board together with a sufficiency of pegs in eight colours. One

player, the code-setter, secretly sets a code of four colours which may include repeated colours. The second player, the code-breaker, attempts to solve the code by placing four colours in sequence. There is a simple scoring system.

Memory Skills

Memory championships are a recent growth area in Mind Sports. The World Championships were held at Simpson's-in-the-Strand in London every year since 1993 before becoming part of the Mind Sports Olympiad. Individual events in the Memory Skills championship will include: speed memorisation of a shuffled pack of cards; memorisation of several packs of cards; memorisation of spoken numbers; memorisation of binary numbers; and memorisation of names and faces.

Mental Calculations

This tournament will be a written test in which the participants are allowed to write down only the answer to each question. No intermediate calculations or notes may be written down, either on the test paper or elsewhere. Anyone taking a calculator, including calculator watches, etc., into the tournament room, will be disqualified.

Questions will be graded so that the first ones can be answered by most schoolchildren, while the later ones will be very difficult even for the most numerate adults.

Mind Mapping

Mind Mapping is a technique devised by Tony Buzan to record and develop thoughts, take notes, prepare for lectures and organise your life generally. His *The Mind Map Book* has been a best-seller.

Number Quest

A numbers board game for 2 – 4 players of 7 years upwards. Players throw four dice and manipulate the numbers thrown to create a number between 1 and 100; e.g. throw 1, 2, 4 & 6; make the number 13 by adding, or 49 by $[(2 \times 4 \times 6) + 1]$. The number is covered on the board by a counter, earning a 'money' reward. As play progresses, counters touch forming a zig-zag chain across and up the board. 'Nubble' bonuses are awarded for counters forming a triangle. The game ends when numbers 1 and 100 are connected and the player with the most 'money' wins.

Othello

51	42	25	40	41	32	54	52
38	53	9	14	29	33	47	55
45	8	5	4	23	22	31	30
37	12	3	●	●	6	27	39
46	13	7	●	○	1	28	44
18	17	11	2	10	26	24	59
48	43	16	20	21	15	57	58
49	50	19	34	36	35	56	60

A two-player abstract board game, Othello was 'perfected' by Goro Hasegawa in 1971, who named it after his favourite Shakespearean character. However, apart from two small rule changes, the game is identical to Reversi, which was invented by Lewis Waterman in or around 1880.

The game takes place on an 8x8 board. There are 64 men, which are circular discs, one side white, the other black. The centre four squares of the board are 'dressed' with two pieces of each colour uppermost, placed diagonally one to the other. A play consists of placing a man on any empty square with one's own colour uppermost. If a piece or pieces of the opposite colour are trapped between it and a piece of the same colour, the opponent's men are reversed to create a line of men of the player's colour. There is no capturing. The winner is the player whose colour is in the majority when all the squares are occupied or neither player can move.

Oware

Oware ('fours'), is also known under a variety other names, and is but one of the four hundred or more mancala games. It is played by any number of players from two to six (but not five; two is best) using a 12-cup board. It is the royal game of the Ashantis and is confined mainly to Ghana and Sierra Leone. The other principal mancala of West Africa is Ayo, the national game of Nigeria, which uses

the same board but is played by only two players and to very different rules. The game starts with four beans or stones in each of the 12 cups. The players face each other with the board lengthways between them. The first player picks up all the stones from any cup on his side of the board and sows them one at a time, anti-clockwise, into succeeding cups. Sowing continues with stones being captured at times. The winner is the player who captures the most stones.

Pentamind

The Pentamind World Championship is the ultimate challenge for athletes of the mind. Modelled on the Pentathlon of physical sports, this event tests which men and women are most adept at playing a multitude of games and mental skills. Unlike its physical cousin, the Pentamind rules do not specify which five games the contestant must play. Anyone taking part in five or more tournaments for different games or mental skills may enter for the Pentamind Championship. No extra time or effort is involved on the part of the participant. If you take part in more than five tournaments, we will count your five best Pentamind scores. The only restriction is that at least one of the tournaments included must extend over three playing sessions or more and the total number of sessions must be at least 10, to ensure that some heavyweight games are included in the tally. The scoring system for Pentamind is as follows. If you win a tournament you score 100 Pentamind points. If you finish last in a tournament you score 0 Pentamind points. If you finish in n th place in a tournament in which there are p players in the final tournament table (this means p players who have completed at least half of their games in the tournament), then your Pentamind score is calculated from the following formula:

$$\text{Pentamind score} = [(p-n) \times 100] / [p-1]$$

For example, if there are 50 players in a tournament and you finish 2nd you score:

$$(50-2) \times 100 / 49 = 97.96 \text{ Pentamind points}$$

Poker

The card game of poker is associated in popular imagination with Wild West saloons and high-rolling gamblers. It is a game of psychology, bluff, and the application of the laws of probability. Any manageable number can play. The object of the game is to win the pool by declaring the best hand (players with better hands may have

dropped out of the bidding, having been persuaded that they were unlikely to win).

The basic poker hand is of five cards. The highest possible hand is a Royal Flush (AKQJ10 all of the same suit) followed by a straight flush (a run of five cards of the same suit), four of a kind (for example, four aces), a full house (three of kind, plus a pair), a flush (five cards of the same suit), a straight (five cards in sequence, regardless of suit), three of a kind, two pairs, and one pair, in that order. Where hands match, the highest card or highest outside card determines the winner. There is an almost infinite number of poker games based on this hierarchy.

The MSO offers six different games. Inexperienced players will receive a little coaching and explanation before each event.

Quiz

Following the great success of last year, when we had the strongest selection of quizzers every assembled in the UK, we are repeating our popular general knowledge quiz – the British Quiz Championship. The quizmaster for the finals will be Magnus Magnusson, presenter of Mastermind on BBC TV.

Rummikub

Rummikub is a multi-player tile game based on the card game Rummy. Invented by Ephraim Hertzano, the game was first marketed in Israel in the early 1950s and now enjoys worldwide popularity. There are 106 tiles numbered 1-13, two of each value in four different colours plus two jokers; also racks on which the players stack their hands screened from the other players. The object is to assemble tiles in melds or runs, as in rummy. Exposed tiles can be juggled by players in order to accommodate their unwanted tiles. The object is to be the first to dispose of all one's spare tiles.

Scrabble

The world's premier word game for 2-4 players (best for two), Scrabble was developed over a 15-year period by two Americans, Jim Brunot and Alfred Butts, and was launched in 1949 by Brunot. The game didn't take off until 1952 when Macy's, the New York department store, ran a promotion, but in the next two years over 4,000,000 sets were sold in America. It was introduced into the UK in 1954 by J. W. Spear & Son and now more than 20,000 players compete annually in the UK Championship. The game is played on

a 15x15 board (of which 61 squares have premium scoring values) with 100 letter tiles and racks for holding them. Letters are drawn unseen and players score by forming words on the board.

This year's tournaments include the UK National Championship.

Settlers of Catan

This is one of the newer games being played at this year's event. Despite its youth (it was invented in 1995) it has quickly become a success story in the games world. The game was designed by Klaus Teuber and won the 'Game of the Year' award in Germany.

Shogi (Japanese Chess)

9	8	7	6	5	4	3	2	1	
香	桂	銀	金	王	金	銀	桂	香	一
	飛						角		二
歩	歩	歩	歩	歩	歩	歩	歩	歩	三
									四
									五
									六
歩	歩	歩	歩	歩	歩	歩	歩	歩	七
	角						飛		八
香	桂	銀	金	玉	金	銀	桂	香	九

A two-player strategy game of the Chess family with 20 pieces a side on a 9x9 board, Shogi was believed to have originated around the 13th century, but new research, based on recent finds of ancient pieces, suggests an earlier date.

Shogi is played on the cells (they are not quite squares) of the unchequered board. Each side has pawns and pieces that do not precisely correspond to those of international Chess, but the object remains that of all Chess games - to mate the king. Two distinguishing features of the modern game are: captured pieces are retained

by the captor and may re-enter the game (having changed sides) at any time; and all pieces and pawns (with a couple of exceptions) can promote on reaching any of the farthest three ranks of the board. Because pieces can change sides, they are wedge-shaped, their allegiance being shown by the way they point. Shogi is the national game of Japan, played by millions and supporting a corps of professional players and commentators. The previous diagram depicts the standard representation of the board whereas the following shows the board and pieces used for play.

Skat

A trick-taking game for three players, Skat is Germany's national card game. The rules were first codified in 1886; and the game is now controlled by the Deutscher Skatverband. A 32-card pack is used (a standard pack less the 2-6 in each suit).

Speed Reading

Speed reading tests are primarily based on the reading of novels. The reader has to read an entire novel as quickly as possible, subsequently giving a presentation to people who have already read the novel in depth. This presentation has to include knowledgeable comments about and integration of the following main areas: characters, setting, plot, philosophy, symbolism, language level, literary style, metaphor, themes and historical context. The World Championship will comprise two readings, each followed by questions.

Stratego (l'Attaque)

Stratego is a two-player basic war game; inventor unknown. It has a long history and is quite possibly based on The Jungle Game, which has a longer and even more obscure history. Play takes place on a 10x10 board with 40 men a side. Players set up their forces freely on their own side of the board with the ranks of the pieces concealed. Combat is hand-to-hand with the lower-ranking piece eliminated. The object is to capture the opponent's flag which, once placed, cannot be moved. Every game starts from a different position.

Twixt

Twixt is a two-player path-forming strategy board game and was invented by Alex Randolph. The game is played on a square board with a regular pattern of holes and pieces in two colours. Players place a peg in turn into any empty hole. Pegs of the same colour that are a (Chess) knight's move apart are physically linked. The aim is

to form a linked path across the board from one side to the other, the opponent trying to achieve the same objective with the other two sides (i.e. the paths are at right angles to each other).

Zatre

This modern game has attracted an increasing band of enthusiasts in Austria, Germany, and elsewhere in Europe. The game is mathematically based with the pieces represented by tiles carrying numbers between one and six in the manner of Dominoes. The board resembles that of Scrabble with a pattern of special squares.

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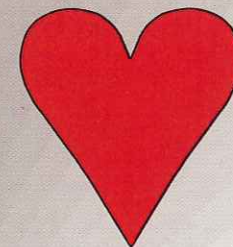
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