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 Perspectives on tournaments and competition
Special: Mind Sport Olympiad programme



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SPORT
OLYMPIAD
98

Novotel London Hammersmith
LONDON
24-30 August 1998

THE 2nd MIND SPORT OLYMPIAD

at a glance

NOVOTEL LONDON HAMMERSMITH LONDON, 24-30 AUGUST 1998

- The Global Mind Sports Event
- Gold, Silver and Bronze Medals
- Four Round the World British Airways tickets
- Board Games
- Card Games
- Mental Skills

| | | |
|-------------------------|------------------------|-------------------------|
| Abalone | Entropy | Othello (Reversi) |
| Backgammon | Go (19x19) | Owari |
| Bridge | Go (13x13) | Pentamind |
| Chess | Go (9x9) | Poker |
| Chess Problem Solving | Hexdame | Puzzle Design & Solving |
| Chinese Chess (XiangQi) | IQ Competition | Rummikub |
| Continuo | Japanese Chess (Shogi) | Scrabble |
| Creative Thinking Tests | Learn and Play | Settlers of Catan |
| Cribbage | Lines of Action (LOA) | Skat (German rules) |
| Crossword Puzzles | Magic – The Gathering | Speed Reading |
| Decamentathlon | Mastermind | Stratego (l'Attaque) |
| Diplomacy | Memory Skills | Twixt |
| Draughts (8x8) | Mental Calculations | Wargaming |
| Draughts (10x10) | Mind Mapping | Zatre |

OPEN TO EVERYONE!!

Early indications are that the number of participants at the 2nd Mind Sport Olympiad will show a significant increase on last year and we are pleased to announce that we have decided to move the event to a larger venue.

To enter contact:

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Sponsorship Sales and Marketing:

Don Morris, Commercial Director, 17 Sussex Street, London SW1V 4RR
Tel: +44 (0)171 932 0006; Fax: +44 (0)171 932 0676

For all other enquiries:

David Pritchard, former editor of *Games and Puzzles* magazine, tel: +44 (0)1483 416205

Website: <http://www.mindsport.co.uk/>

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The Mind Sport Olympiad

Host broadcaster: Channel Four Television

Airline: British Airways

Media support: The Times

Programme: SFC Press

Venue: The Novotel Hammersmith

Official agency: MIG

Official design: ROCQM

The Chairman's Welcome

Welcome to the second Mind Sport Olympiad, which, thanks to your encouragement and participation, either as a visitor or a player, is now an annual event.

Why Mind Sports? My experience, in both government and industry, has demonstrated to me that those who are Mind Sports enthusiasts bring a special dimension of intellectual acumen and competitive drive to their professional activities.

A further response is that Mind Sports offer the possibility of competing *and of winning to everyone* – irrespective of age, sex or physical attainment.

Finally, at a time when education has rightly become the overriding concern, not only of Government, but of all of us who care about the future of our country, our continent, and our world, any activity that stimulates mental development and structured thinking merits *one hundred per cent* support. And it is precisely in the stimulation of mental development and structured thinking that Mind Sports make a major – maybe *the* major – contribution to the creation of a better educated society.

So there you have it! By being active in Mind Sports you are:

- developing skills of significant value to you in your professional life
- signifying your readiness to participate in an environment that is neither ageist, sexist, nor obsessed with purely physical prowess
- contributing actively to making our world a better educated, and hence *better*, place

Enjoy yourselves, and may Skill and Good Fortune be with you!

Sir Brian Tovey KCMG

The Organisers

Raymond Keene OBE – MSO Director

Raymond Keene is the world's leading authority on Chess and Mind Sports. An International Chess Grandmaster since 1976 and ex-British Champion, Keene is the author of more than 100 books. He writes a daily Chess column in *The Times* and a weekly one in *The Sunday Times* and *The Spectator*. A primary organiser of the World Chess Championship match between Garry Kasparov and Nigel Short and co-founder of the Mind Sport Olympiad, Raymond was awarded the title OBE (Officer of the British Empire) by Her Majesty Queen Elizabeth in 1985. He is well known as a TV presenter, having made 500 appearances worldwide.

Tony Buzan – MSO Director

Tony Buzan is the originator of Mind Maps®, the President of the Brain Foundation and of the MSO Council, founder of the Brain Trust and the Brain Clubs, and the creator of the concept of Mental Literacy.

As one of the world's leading authors in this field, he has published 44 books (42 on the brain, creativity, learning and Mind Sports and two volumes of poetry). His books, which include *The Mind Map Book: Radiant Thinking*, *Use Your Head*, *Use Your Memory* and *Buzan's Book of Genius*, have now been published in 50

countries and translated into 22 languages. The classic *Use Your Head* has sold over a million copies worldwide. He advises governments and multinational organisations, including BP, Hewlett Packard and IBM, and regularly lectures to leading businesses, universities and schools.

David Levy – MSO Director

David Levy is an International Chess Master and author of 55 books on Chess, games and computer science. He has been intimately involved with the organisation of two World Chess Championship matches, namely Kasparov-Karpov, London 1986 and Kasparov-Short, London 1993. He was also the founding father of the highly successful Computer Olympiads, co-organiser of the first Man vs. Machine World Championship, the Draughts clash between Dr. Marion Tinsley and Chinook in London 1992. Also, as past President of the International Computer Chess Association, he has been a driving force in the creation of chessplaying programs.

Perhaps David's main claim to prominence was that before Garry Kasparov came on the scene, he was the main defender of human thinking skills in a series of high profile international matches against the world's best computers. His most recent triumph has been to win the prestigious Loebner prize for the computer program that can most successfully simulate human conversational skills.

Don Morris – MSO Director (sponsorship, sales and marketing)

Don Morris adds a touch of sparkle to the organisational team of the MSO. His experience has been in the world of themed parties, and his triumphs in this area have included masterminding an entire cavalcade of royal, charity and VIP special occasions. He remembers with particular fondness his involvement in the major James Bond premiere parties, and in the past he has also worked closely with the Prince's Trust for HRH The Prince of Wales.

A former chairman of the Champagne Academy, Don is often to be found supplying champagne at society events or providing mobile champagne bars for places such as Lords Cricket Ground. Planning and logistics at the Mind Sport Olympiad, as well as the launch and closing parties, all fall into Don's domain.

David Pritchard – MSO Director

The driving force in selecting the games was David Pritchard, an indoor games consultant and editor from 1972 to 1981 of *Games & Puzzles* magazine. Combined sales of his books on chess and games in general now exceed one million copies. David is widely regarded amongst the cognoscenti of the games world as one of the leading experts in the field.

Mind Sports and the MSO

The 'Greatest Mind Gamesfest' ever to hit the UK, as the British press described the first event in the series last year, is set for the Novotel Hammersmith, London 24-30 August. At MSO 1, 16 world champions, numerous brain stars and grandmasters and more than 2,000 competitors from 58 countries, descended on the Royal Festival Hall, vying for gold, silver and bronze medals in 39 different Mind Sports and mental skills. This year's expanded list includes: Chess, Draughts, the Oriental games Go and Shogi, Speed Reading, IQ, Poker, Memory and Creativity. With entry open to all and no barriers of geography, age, sex or physical ability, the Mind Sport Olympiad has been described as the 'sporting event for the next Millennium.' For the Millennial MSO in the year 2000, there is already hot competition for the location, with bids from Rio de Janeiro, Hong Kong, London and Salzburg.

The Mind Sport 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 Sport Olympiad is that it will combine more than 35 thinking activities in one spectacular event.

Why a Mind Sport 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 also inevitably leads to the Mind Sport Olympiad.

Fascinatingly, all major games have followed an identical growth pattern:

Stage 1: A single originator or small group of originators comes 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 sport stadium, and we can readily see one of the reasons for the historical dominance of physical sport 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 1972 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 dramatic 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 mental games and the solving of mental 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.

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Frequently Asked Questions

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

What is the Mind Sport Olympiad?

It is an Olympiad for 'thinking' games, including a variety of well-known strategy games such as Backgammon, Bridge, Chess, Go, Othello and Scrabble, where gold, silver and bronze medals will be awarded, as well as cash and other prizes.

Why organise a Mind Sport Olympiad?

There has been an explosive growth of physical sport in the 1980's and 1990's. Now, with increased leisure time and more people working from home, Mind Sports will be the great growth area into the 21st century. And above all, the Mind Sport Olympiad will be great fun for the players and spectators.

Who is eligible to take part?

Anyone in the world!

How many games and tests of skill may each competitor enter?

Most participants will enter only one competition, though it is possible take advantage of the scheduling to compete in several tournaments. Also, there will be a 'Pentamind' competition for those who compete in tournaments for five or more different games and skills, and a 'Decamentathlon' where players can test their wits on situations from 10 different games and skills.

Which games and skills will there be?

The best known, classic, thinking games and several more recent ones that have achieved world-wide popularity, including Abalone, Continuo, Lines of Action, Magic-The Gathering, Mastermind, Rummikub, Stratego and Twixt. There are also tournaments for some of the best strategy games from Asia and Africa: Chinese Chess, and Japanese Chess. Creative Thinking will monitor the contestants' speed, flexibility and originality. IQ (set and marked by Mensa) will test the standard Intelligence Quotient skills, including numerical skills (calculation, number relationships, etc.) and spatial relationships.

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 packs of playing cards, digits of a long number, passages of text, etc.

How do I compete for the Pentamind medals?

Just enter tournaments for five different games or mental skills. You will score Pentamind points according to where you finish in each tournament. The players with the highest total Pentamind scores win the medals. First prize includes a round the world British Airways ticket!!

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

Bridge, Chess, Creative Thinking, Draughts (Checkers) 8x8, Go, IQ, Mastermind, Memory Skills, Mental Calculations and Othello.

What additional attractions are there?

Alongside the main competitions, there will be simultaneous displays by the world's strongest players at some of the games, exhibitions of game-playing computers, antique chess sets, stamp collections and art exhibitions. There will also be stands selling books on games, a convention for games journalists, games workshops, tuition by experts and the chance to sample new games, meet games inventors and play the champions!

How is the Olympiad organised?

There are different competitions that cater to each game and skill. The format for most tournaments is the Swiss system, in which all of the contestants play in every round. None of the contests are knock-out tournaments.

What are the playing hours?

Almost all playing sessions run four hours, either from 10:00 am-2:00 pm or 4:00 pm-8:00 pm.

What are the prizes?

The prime prizes are the prestigious Mind Sport Olympiad Gold, Silver and Bronze medals, denoting excellence in

each discipline. The medal features a design from a classical Greek vase of 500BC showing the heroes Ajax and Achilles exercising with mental sport at the siege of Troy.

Where can I find information on the entry fees?

They are on pages 14-16 of this programme.

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.

Who are the arbiters?

The chief arbiter will be Geoffrey Malyon, the experienced arbiter of numerous memory World Championships. Additionally, David Pritchard, Ray Keene and David Levy, all arbiters of long standing, will head a team, including Bob Wade OBE, designed to smooth over any problems.

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

The pairings and results will be posted in your playing area.

When are the prizes and medals awarded?

Shortly after the end of the last playing session in your tournament, there will be a prizegiving ceremony for all the tournaments that finish at that time. The exact time and location will be announced at the start of the final round of your tournament.

Do I need to record my game?

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

What happens in the event of a dispute?

The tournament director's decision is normally final. However, any player has the right of appeal but an appeal must be accompanied by a cash deposit of £20, which is 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.

A-Z of Events

A few of the games featured in the Mind Sport 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.

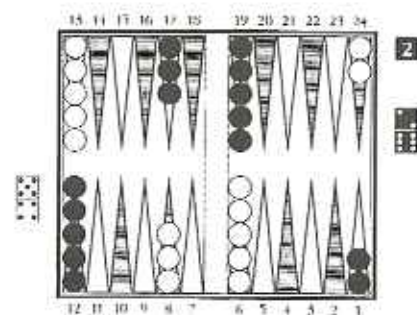
Abalone (Official World Championship)

A 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.

Backgammon (sponsored by BT Wireplay)



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.



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.

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| ♠ K 0 8 7 6 5 | | ♠ 9 3 |
| ♥ A J 4 | | ♥ 10 6 3 2 |
| ♦ K 0 7 2 | | ♦ 10 4 3 |
| ♣ - | | ♣ J 10 8 7 |

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| ♠ A J 10 4 | | ♠ 2 |
| ♥ 5 | | ♥ K 0 9 8 7 |
| ♦ 8 6 5 | | ♦ A J 9 |
| ♣ A 0 5 4 3 | | ♣ K 9 6 2 |

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Ely Culbertson popularised Contract Bridge in the 1930's and 1940's 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 national organisations.

Chess (BA Round the World Ticket)

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 denoting 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 that 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 that 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.

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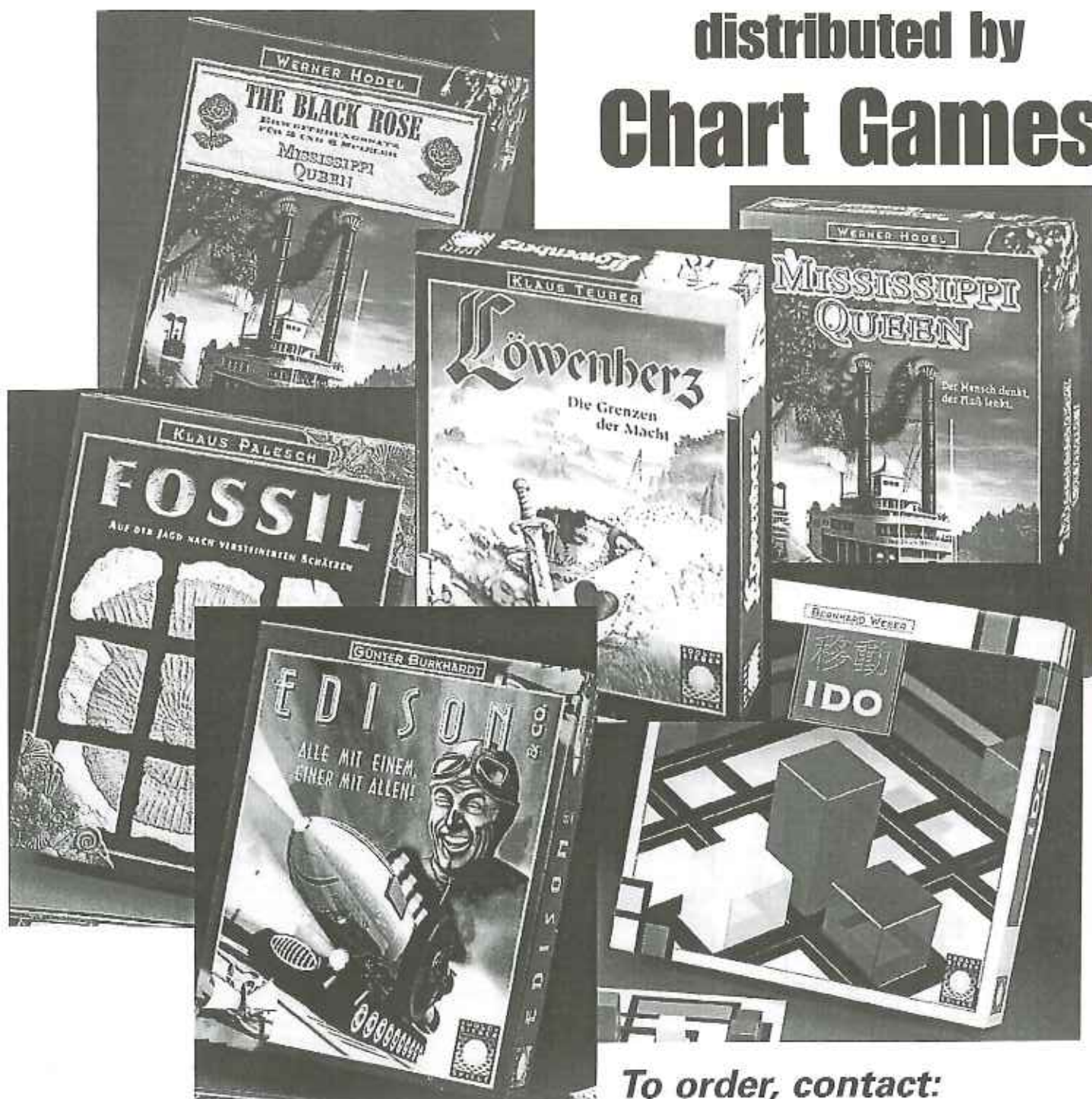
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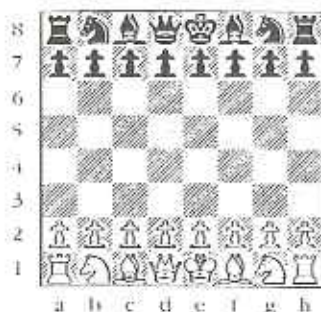
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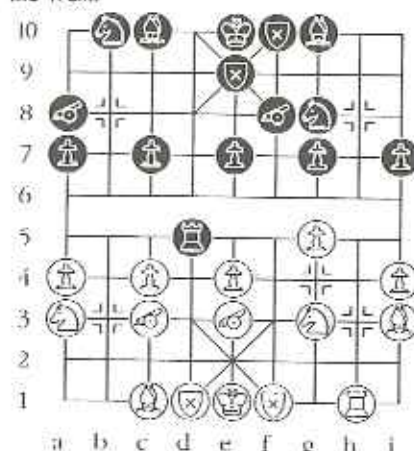
Chess is a game that symbolises warfare, so the increased fire power of the queen surely reflects the introduction of artillery in the mid-15th century sphere of battlefield technology. The sudden advances in chess must, overall, also be explicable in terms of the Renaissance dynamic, the increasingly 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/XiangQi (European Championship)

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 9x10) of a board that 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 (Official World Championship)

A pattern-matching tile game, ideally for two players. Continuo was invented by Maureen Hiron in 1982 and has sold over 5,000,000 copies in 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 - 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.

Creative Thinking

(Official World Championship)

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 Pecundity - 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.



**MIND
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Mind Sport Olympiad 24 - 30 August 1998

ATTENTION ALL CONTINUO PLAYERS FROM 5 TO 105

Continuo has again been selected for this year's Mind Sport Olympiad. For an entry form, please send your name and address to:

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Cribbage

The well-known pub pastime. We are playing the more skilful six-card version, popular on both sides of the Atlantic.

Crossword Puzzles

The Times Crossword Puzzle Championship

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

Decamentathlon (Official World Championship)

The Decamentathlon is a four-hour challenge in 10 different games and mental skills: Bridge, Chess, Creative Thinking, Draughts (Checkers) 8x8, Go, IQ, 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 that have been shuffled, and
- b) memorising as many digits as possible of a 96 digit 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

Diplomacy is the game of intrigue and negotiation. The seven players represent the major European powers of 1900. Each player starts on a level footing, but wins by dominating Europe.

Thus each player needs the support of others to progress - but can only trust them so far...

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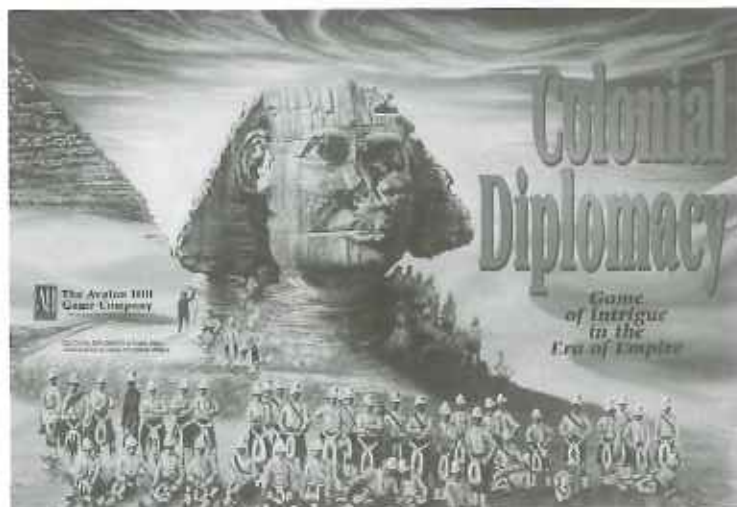
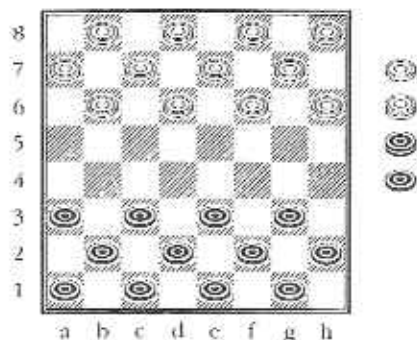


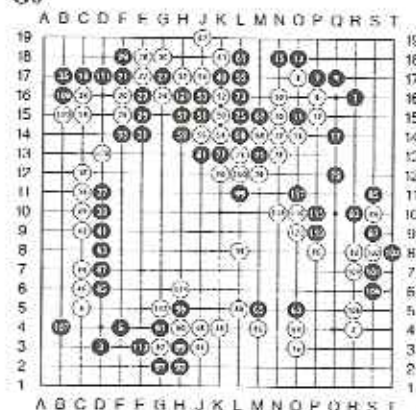
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Draughts/Checkers

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 'Continental' game, played on a 10x10 board, is a loose description only (the Greeks and Turks, for example, play quite different games). 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***(Official World Championship)*

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* magazine'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 that 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.

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.

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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.

Hexdame (Official World Championship)
This is a form of draughts played on a board composed of hexagons. Widely played in the Netherlands, the home of the game's inventor, Christiaan Freeling.

IQ Competition (Official World Championship and BA ticket)
The IQ tournaments at the Mind Sport 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. Anyone trying for the BA ticket and other prizes, as well as the principal medals, must take all parts of the test.

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

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

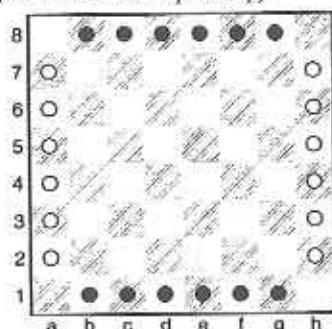
Shogi is played on the cells (they are not quite squares) of the unchequered board. Each side has pawns and pieces that do not precisely correspond to those of international chess, but the object remains that of all chess games — to mate the king. Two distinguishing features of the modern game are: captured 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 original Japanese pieces while the following shows their modern Western equivalents.



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 (Official World Championship)



Lines of Action (LOA) is a two-player abstract game invented by the late Claude Sourceic. 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.

Magic — The Gathering
A two-player fantasy trading-card game. Magic — The Gathering was invented by Richard Garfield in 1993 and is marketed by Wizards of the Coast. It has enjoyed phenomenal success and has already sold in millions in America and Europe. The Magic cards, handsomely illustrated (there are collectors who don't even play the game), are basically of two types: land (forest, swamps, etc.) and wizardry (creatures, spells, artefacts, etc.). There are literally thousands of different cards and players have their own, unique packs which they arrange before play. Cards are then turned over in sequence and acted upon. A player starts with 20 lives and the winner is the first to reduce the opponent to zero lives.

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 (Official World Championship)
Memory championships are a recent growth area in Mind Sports. The World Championships have been held in London since 1991 and this year the competition is incorporated into the Mind Sport Olympiad. Individual events in the Memory Skills championship will include: speed memorisation of a shuffled pack of cards and memorisation of several packs of cards, spoken numbers, binary numbers and names and faces.

Mental Calculations (Official World Championship)
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.

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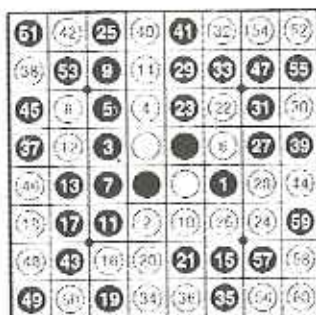
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Othello

(European Championship)



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 one small rule change, the game is identical to Reversi, which was invented by Lewis Waterman in 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 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.

Owari (Official World Championship)

Owari ('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 (Official World Championship and BA ticket)

Anyone taking part in five or more tournaments for different games or mental skills is automatically entered for the Pentamind. At least one of the tournaments must be three sessions long. 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 scoring system for Pentamind is as follows. If you win a tournament (any 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:

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

For example, if there are 50 players in a tournament and you finish 2nd you score: $100 \times [50 + 1 - 2] / 50 = 98$ Pentamind points

Poker (Amateur World Championship)

This is the world amateur championship of this universally played card game. It is played without money.

Puzzle Design and Solving

This exciting new event focuses on designing and solving puzzles.

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 1950's and now enjoys world-wide 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. Players can juggle exposed tiles in order to accommodate their unwanted tiles. The object is to be the first to dispose of all one's spare tiles. It is probably best played with four players.



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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.

Settlers of Catan

A commercial card game in which the players compete to develop communities and expand trade. The board game version won the coveted Game of the Year award in Germany in 1996.

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

(Official World Championship)

Speed reading tests are primarily based on the reading of novels. The reader has to read an entire novel as fast 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 Speed Reading World Championship will comprise two readings, each followed by questions.

Stratego (l'Attaque) *(Official World Championship and BA ticket)*

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 from the opponent. 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. Because both players adopt their own formations, every game starts from a different position.

Twixt *(Official World Championship)*

Twixt, invented by Alex Randolph, is a two-player path-forming strategy board game of the type that Piet Hein pioneered in the 1940's with Hex. The game is played on a square board with a regular pattern of holes and a sufficiency of 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). Linked pegs cannot be crossed.

Wargaming

Three different board wargames are to be played over a three-day period. Board wargames recreate historical battles.

Zatre

This modern proprietary board game has attracted an increasing band of enthusiasts in Austria, Germany, Switzerland 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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SCHEDULE OF TOURNAMENTS

A = 10am-2pm P = 4pm-8pm A-P = 10am-2pm and 4pm-8pm E = 6:30pm-9:30pm

| MIND SPORT | August | 24 | 25 | 26 | 27 | 28 | 29 | 30 | ENTRY FEES | | |
|------------------------------------|----------|-----|-----|-----|-----|----|-----|-----|------------|---------|-----------------|
| | | | | | | | | | Adults | Juniors | |
| Abalone World Championship | A | A | | | | | | | £18 | £7 | |
| Backgammon for beginners | P | | | | | | | | £13 | £5 | |
| Backgammon Championship | | P | P | P | P | | | | £20 | £8 | |
| Backgammon (weekend) | | | | | | | A-P | A-P | £20 | £8 | |
| Bridge for Beginners (Mini-Bridge) | | A | A | A | A | | | | £10 | £4 | Note [1] |
| Bridge (Mixed Pairs) | P | | | | | | | | £10 | £4 | Note [2] |
| Bridge (Multiple Teams-of-4) | | A-P | | | | | | | £15 | £6 | Note [2] |
| Bridge (Pairs Championship) | | | A-P | A-P | | | | | £30 | £12 | Note [2] |
| Bridge (Open Pairs) | | | | | P | | | | Included | | |
| Bridge (Novices' Pairs) | | | | | | P | | | £10 | £4 | Note [2] |
| Bridge (Ladies' Pairs) | | | | | | P | | | £10 | £4 | Note [2] |
| Bridge (Men's Pairs) | | | | | | P | | | £10 | £4 | Note [2] |
| Bridge (Swiss Pairs) | | | | | | | A-P | | £15 | £6 | Note [2] |
| Bridge (Swiss Teams-of-4) | | | | | | | | A-P | £15 | £6 | Note [2] |
| Business Game Final | | | | | | | | A-P | Note [3] | | |
| Chess Quickplay (30-minute) | A | A | A | A | A | | | | £25 | £10 | Round-the-World |
| Chess (evenings, 25-minute) | E | E | | | | | | | £15 | £6 | |
| Chess (evenings, 25-minute) | | | E | E | | | | | £15 | £6 | |
| Chess (Saturday 5-minute) | | | | | | | P | | £13 | £5 | |
| Chess (Sunday 5-minute) | | | | | | | | P | £13 | £5 | |
| Chess (Saturday 10-minute) | | | | | | | A | | £13 | £5 | |
| Chess (Sunday 10-minute) | | | | | | | | A | £13 | £5 | |
| Chess Problem Solving | | | | | | | | P | £13 | £5 | |
| Chinese Chess (Xiang Qi) | P | P | P | P | P | | | | £25 | £10 | |
| Chinese Chess European Champ. | | | | | | | A-P | A-P | £20 | £8 | |
| Continuo World Championship | | | | | | | | A | £13 | £5 | |
| Creative Thinking World Champ. | | | | | | | A | | £13 | £5 | |
| Cribbage (6 card) | | | | P | P | | | | £18 | £7 | |
| Crossword Puzzles ("The Times") | | | | | | | A-P | 3pm | Note [4] | | |
| Diplomacy | A-P | A-P | A-P | | | | | | £25 | £10 | |
| Decamentathlon World Ch. | | | | | | | A | | £13 | £5 | |
| Draughts 8x8 for Beginners | A | | | | | | | | £13 | £5 | |
| Draughts 8x8 English Freestyle Ch. | | A | A | A | A | | | | £20 | £8 | |
| Draughts 8x8 (Saturday) | | | | | | | A-P | | £18 | £7 | |
| Draughts 8x8 (Sunday) | | | | | | | | A-P | £18 | £7 | |
| Draughts 10x10 Championship | P | P | P | P | P | | | | £25 | £10 | |
| Draughts 10x10 (Saturday 10-min) | | | | | | | A | | £13 | £5 | |
| Draughts 10x10 (Sunday 10-min) | | | | | | | | P | £13 | £5 | |
| Entropy (7x7) World Championship | | P | P | | | | | | £18 | £7 | |
| Go 19x19 Championship | A | A | A | A | A | | | | £25 | £10 | |
| Go 19x19 (Weekend) | | | | | | | A-P | A | £20 | £8 | |
| Go 13x13 | P | P | P | P | P | | | | £25 | £10 | |
| Go 9x9 | | | | | | | | P | £13 | £5 | |
| HexDame | | | | A | A | | | | £18 | £7 | |
| Intelligence World Championship | | | P | P | P | | | | £20 | £8 | Round-the-World |
| Intelligence (Saturday) | | | | | | | P | | £13 | £5 | |
| Japanese Chess (Shogi) | P | A-P | A-P | A | | | | | £25 | £10 | |
| Japanese Chess (Saturday 10-min) | | | | | | | P | | £13 | £5 | |
| Japanese Chess (Sunday 10-min) | | | | | | | | A | £13 | £5 | |
| Learn and Play New Games | | | | | | | | A-P | £18 | £7 | |
| Lines of Action (LOA) World Champ. | | | | P | P | | | | £18 | £7 | |
| Magic - the Gathering | | | | | | | A-P | | £18 | £7 | |
| Mastermind | P | P | | | | | | | £18 | £7 | |
| Memory Skills World Championship | | | | A-P | A-P | | | | £20 | £8 | |
| Mental Calculations World Champ. | | | | | | | | A | £13 | £5 | |
| Mind-Mapping World Championship | | A | A | | | | | | £18 | £7 | |
| Othello Championship | Note[10] | P | P | P | P | | | | £20 | £8 | |
| Othello European Championship | | | | | | | A-P | A-P | £20 | £8 | |

| MIND SPORT | August | 24 | 25 | 26 | 27 | 28 | 29 | 30 | ENTRY FEES | |
|------------------------------------|--------|-----|-----|----|-----|-----|-----|-----|------------|--------------------|
| | | | | | | | | | Adults | Juniors |
| Owari World Championship | | | | | | P | A-P | A-P | £25 | |
| Owari Junior World Champ. | P | P | P | P | | | | | | £8 |
| Pentamind World Championship | | | | | | | | | Note [5] | Round-the-World |
| Poker World Amateur Champ. | P | P | P | P | P | | | | £15 | Note [6] |
| Pub Quiz Final | | | | | | | | A | Note [7] | |
| Puzzle Design | A-P | | | | | | | | £20 | £8 Note [8] |
| Puzzle Solving: Brainteasers | | | | | A-P | A-P | | | £20 | £8 |
| Puzzle Solving: Mechanical Puzzles | | A-P | A-P | | | | | | £20 | £8 |
| Rummikub | | | A-P | | | | | | £18 | £7 |
| Scrabble Championship | A | A | A | A | A | | | | £25 | £10 |
| Scrabble (evenings) | E | E | E | | | | | | £15 | £6 |
| Scrabble (weekend) | | | | | | | A-P | A-P | £18 | £7 |
| Settlers of Catan [card version] | | | | | A-P | A-P | | | £20 | £8 |
| Skat Championship | A | A | A | A | A | | | | £25 | £10 |
| Skat (weekend) | | | | | | | A-P | A | £18 | £7 |
| Speed Reading | | | | | | | P | | £13 | £5 |
| Stratego World Championship | | | | | A-P | A-P | | | £20 | £8 Round-the-World |
| Twixt World Championship | | | | | A | A | | | £18 | £7 |
| War Games | A-P | A-P | A-P | | | | | | £25 | £10 Note [9] |
| Zatre Olympiad Championship | | | | | A-P | A-P | | | £20 | £8 |

FOR NOTES [1] TO [10] SEE OVERLEAF

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Mr / Mrs / Ms:..... Last name:..... First name:.....

Date of birth:..... (if under 18 on August 24th) Nationality:.....

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| Dates | Session (A, P, A-P or E) | Game/Skill | Entry fee paid |
|-------|--------------------------|------------|----------------|
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Signature:.....

♦ Cheque/postal order for £..... made payable to Mind Sports Olympiad

Please send to: Mind Sports Olympiad, P.O. Box 13388, London NW3 2ZF, England.

Fax: +44 171 482 0672 (from outside the UK); or 0171 482 0672 from within the UK.

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- NOTES: [1] Entry fees for Mini-Bridge are per player per session. Each session of Mini-Bridge begins with a short teach-in for absolute beginners which is followed by a tournament.
- [2] Entry fees for Bridge are per player.
- [3] The Business Game is by qualification only.
- [4] "The Times" Crossword Puzzle Championship is by qualification only. The qualifying puzzle has been published in "The Times". Two heats will be held on August 29th with the finals on August 30th.
- [5] To compete for the Pentamind medals enter tournaments for 5 or more different games or mental skills. **AT LEAST ONE OF THESE MUST BE 3 OR MORE SESSIONS.** You will score Pentamind points according to where you finish in each tournament. The players with the highest total Pentamind scores win the medals. First prize includes a **Round-the-World air ticket donated by British Airways!!** You may enter as many tournaments as you wish for a maximum entry fee of £50 (juniors £20). If you wish to enter multiple tournaments this is by far the cheapest way to do it and it qualifies you for extra medal opportunities.
- [6] To be played in five sections: 5-Card Draw (Monday); 7-Card Stud (Tuesday); 6-Card Lowball (Wednesday); Omaha (Thursday); Texas Hold-Em (Friday). Medals will be awarded in each section. The World Amateur Champion will be the player with the best aggregate result from any three sections. The entry fee is £15 per section with a maximum fee of £45.
- [7] The Pub Quiz is by qualification only.
- [8] Entries for Puzzle Design must be received by August 10th
- [9] One game will be played on each day: **Hannibal** (24th), **We the People** (25th) and one of the games from **GMT's "Great Battles of History" series** (26th). The War Games Champion will be the player with the best aggregate score over all three games.
- [10] On August 24th, 4pm-8pm, there is a speed Othello tournament (5-minute games), entry fee £13 (juniors £8).

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● WHAT IS THE MIND SPORTS OLYMPIAD?

It is a competition for "thinking" games, including a variety of well known strategy games such as **Backgammon, Bridge, Chess, Go, Othello** and **Scrabble**, where gold, silver and bronze medals will be awarded, as well as cash and other prizes.

● WHO WILL BE ELIGIBLE TO TAKE PART?

Anyone in the world!

● HOW MANY GAMES AND TESTS OF SKILL MAY EACH COMPETITOR ENTER?

Many participants will enter only one competition though it is possible take advantage of the scheduling and compete in several tournaments. Also, there is a "**Pentamind**" competition for those who compete in tournaments for 5 or more different games and skills, and the "**Decamentathlon**" where players can test their wits on situations from 10 different games and skills.

● HOW DO I COMPETE FOR THE PENTAMIND MEDALS?

Enter tournaments for 5 or more different games or mental skills. **AT LEAST ONE OF THESE MUST BE A 3-SESSION OR LONGER TOURNAMENT.** You will score Pentamind points according to where you finish in each tournament. The players with the highest total Pentamind scores win the medals. First prize includes a **Round-the-World air ticket** donated by British Airways!!

● WHAT GAMES AND SKILLS WILL BE TESTED IN THE "DECAMENTATHLON"?

Bridge, Chess, Creative Thinking, Draughts (Checkers) 8x8, Go, I.Q., Mastermind, Memory Skills, Mental Calculations and Othello. The Decamentathlon is a single tournament taking place on August 29th - you do not need to play in 10 different tournaments to qualify.

● HOW IS THE OLYMPIAD ORGANIZED?

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

● WHAT ARE THE PLAYING HOURS?

Most playing sessions run 4 hours, either from 10am-2pm or 4pm-8pm.

● WHAT ARE THE PRIZES?

Gold, silver and bronze medals for the top adults and top juniors in each tournament. There will also be cash and other prizes, **including at least four Round-the-World air tickets** donated by British Airways for selected tournaments (indicated by "Round-the-World" in the playing schedule) and prizes for the best family result and the best schools.