

Micro chess tourney

..... The hobby computer chess tournament, held March 3-5, 1978, in San Jose (see accompanying box score), during the West Coast Computer Faire, brought this report from *Doug Penrod*:

"Highlights of the tournament centered on *Steve Stuart* and the *Spracklens*. Steve Stuart's home-brew computer was on a small metal chassis. Enters his stuff in binary via switches, then to verify it, dumps memory in Morse Code, which he listens to while looking at the program. (Octal or hex. Hex I think.) The winning program *Sargon*, was written starting September by *Dan* and *Kathy Spracklen* who didn't get their machine until December! They acquired a ready-made Jupiter II Wave Mate, a 2MHz Z-80 and their program takes less than 8K bytes. After the tournament, *Alan Benson*, local chess master, played all the machines simultaneously, blitz, and he judged the Spracklen program to be the toughest. Eleven of us went to dinner that night, and *Alan* wrote down all the blitz games from memory! Saturday night some of us went to the banquet together, including *Timothy Bonham*, of CDC, associated with the *Chess 4.6* people. *Peter Jennings* was at the tournament with a new program for Commodore, but it still has bugs. The Arnstein program *8080 Chess* from the Seattle tournament was there, too, for Processor Technology. Compucolor had a magnificent color display of the chess board for their game. Processor Technology brought three computers along. The marathon participant of the tourney was *Steve Wong* who played 30-35 hours. I noticed that Commodore's notation ranks are numbered backwards. Its play was not as good as expected and could have been due to a bad bit in PROM. Floating around the hall and making themselves useful were *Roy Elder*, *Larry Wagner* and *Walter Korn*. In addition, two local moguls were there to observe the events: *Alan Benson*, chess master and regional VP, USCF; and *John Larkens*, editor of Chess Voice and chess columnist for Berkeley Gazette. The tournament assistants, who all did a fine job, were: *John Keary*, *Alan Miller* (who fed *Sargon*), *Ian Shepperd*, *Larry Kaplan*, *Craig Asher*, *Brad Stewart*, *John Mills* and *Daryl Elder*. *Steve Stuart's* early victories with his 'metal box' brought lots of spectators swarming in to see the contraption. *Steve* was not defeated when he was playing black. As white, though, he was beaten in the two games he played. On the fourth round *Sargon* and *Chess Mate* agreed to adjourn their lengthy battle so the round could be

finished. At the time, *Sargon* had a knight and pawn advantage. The game was concluded before the start of round 5 and *Sargon* emerged the victor. There were a few worried moments when *Sargon* encountered difficulty loading its tape due to a fluke pin plug. We all sweated it out until the problem was finally solved. *Larry Wagner* hopped all over the place making tourney notes, many of which have been incorporated in this report."

Helpful references

..... From *Rolf Sonntag*, Richard Wagner Str. 27, D-3000 Hanover-1, West Germany:

Here are some references which might be helpful to your readers:

G. Veenker, "A Program for Solving Chess Problems" (German) by Elektronische Rechenanlagen 7,1 (1965) 25-29. Describes a program that solves chess problems (mate in two or three moves) by trial and error.

H.W. Wolf, "Program for Solving Chess Problems" (German) Elektronische Datenverarbeitung 7, 1 (1965) 1-14. A simple extension of the program allows to solve the problem "mate after n moves."

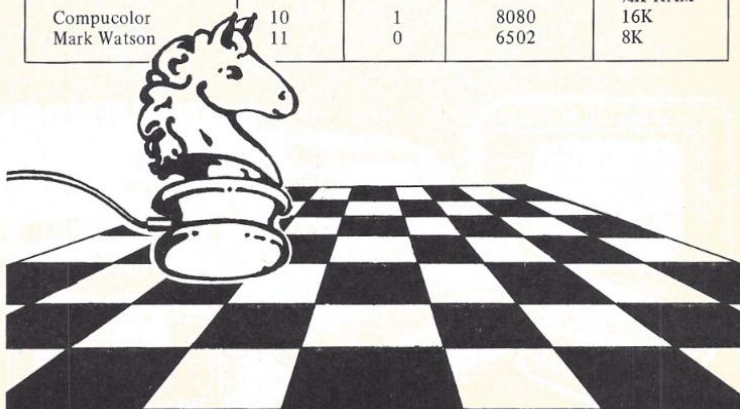
G. Zielinski, "Arrays for Programming Chess." Kybernetes 5 (1976) 91-96. Discusses various representations of the chessboard.

G. Zielinski, "Simple Evolution Functions," Kybernetes 5 (1976) 181-185. The proposed evaluation technique reduces tree searching by introducing arrays of distances and their weights.

R.H. Atkin, W.R. Hartston and I.H. Witten, Fred Champ, "Positional-Chess Analysts," International Journal of Man-Machine Studies 8 (1976) 517-529. A well-defined hierarchical approach is used to produce a vector mapping for the positional evaluation. It is illustrated by an analysis of a grandmaster game, Karpov vs. Spassky.

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Player	Finish	Score (Win = 1 Draw = ½)	Microprocessor Used	Memory
Sargon	1	5	Z-80	16K
Chess Mate	2 (tie)	3	6504	5K ROM ¼K RAM
Boris	2 (tie)	3	F8	2½K ROM ¼K RAM
Chess Challenger	2 (tie)	3	F8	4K ROM ¼K RAM
Processor Technology	5	2½	8080	16K
S D Chess	6 (tie)	2	6800	32K
Tenberg BASIC	6 (tie)	2	F8	?
Steve Stuart	8 (tie)	1½	2650	2K
Compu-Chess	8 (tie)	1½	F8	2K ROM ¼K RAM
Compucolor	10	1	8080	16K
Mark Watson	11	0	6502	8K



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