

ICGA/ICCA JOURNAL: TABLEBASE OF CONTENTS

Compiled by Jos Uiterwijk

This collection contains the references to all (scientific) Articles, Notes and Literature Reviews, appeared in the *ICGA Journal* (previously *ICCA Journal*), starting from Vol. 6, No. 3 (August 1983) up to and including Vol. 28, No. 3 (September 2005).

The list is alphabetically ordered by senior author. The symbols following each reference stand for Article (A), Note (N) or Review (R). The publications before Volume 9 and in Vol. 24, No. 2 (Ken Thompson Special Issue) are not distinguished into Articles and Notes; then a marking symbol has been omitted.

- Allis, L.V. (1992). Ingo Althöfer: On Pathology in Game Tree and Other Recursion Tree Models. *ICCA Journal*, Vol. 15, No. 2, p. 80. (R)
- Althöfer, I. (1988). Root Evaluation Errors: How they Arise and Propagate. *ICCA Journal*, Vol. 11, Nos. 2/3, pp. 55-63. (A)
- Althöfer, I. (1988). Günther Schröder: Minimax-suchen: Kosten, Qualität und Algorithmen. *ICCA Journal*, Vol. 11, No. 4, pp. 160-161. (R)
- Althöfer, I. (1989). Retrograde Analysis and Two Computerizable Definitions of the Quality of Chess Games. *ICCA Journal*, Vol. 12, No. 2, pp. 74-78. (N)
- Althöfer, I. (1990). H.-J. Kraas: Zur Parallelisierung des SSS*-Algorithmus. *ICCA Journal*, Vol. 13, No. 3, pp. 143-144. (R)
- Althöfer, I. (1990). Compressing Chess Games with the Help of a Fast Deterministic Chess Program. *ICCA Journal*, Vol. 13, No. 4, pp. 200-203. (N)
- Althöfer, I. (1991). Sören W. Perrey: Mathematische Methoden der Künstlichen Intelligenz: zur Quiescence-Suche in Spielbäumen. *ICCA Journal*, Vol. 14, No. 2, p. 84. (R)
- Althöfer, I. (1991). An Additive Evaluation Function in Chess. *ICCA Journal*, Vol. 14, No. 3, pp. 137-141. (N)
- Althöfer, I. (1992). On Asymmetries in Chess Programs. *ICCA Journal*, Vol. 15, No. 1, pp. 23-26. (N)
- Althöfer, I. (1992). Bernhard Balkenhol: K-reguläre Minimax-Bäume mit distinkten Blattwerten, die bei beliebiger Sortierung "leicht" für den alpha-beta Algorithmus sind. *ICCA Journal*, Vol. 15, No. 2, p. 81. (R)
- Althöfer, I. (1993). On Telescoping Linear Evaluation Functions. *ICCA Journal*, Vol. 16, No. 2, pp. 91-94. (N)
- Althöfer, I. (1993). Rainer Feldmann: Game Tree Search with Massively Parallel Systems. *ICCA Journal*, Vol. 16, No. 3, pp. 147-148. (R)
- Althöfer, I. and Walter, B. (1994). Weak Zugzwang: Statistics on some Chess Endgames. *ICCA Journal*, Vol. 17, No. 2, pp. 75-77. (N)
- Althöfer, I. (1994). Peter Mysliwicz: Konstruktion und Optimierung von Bewertungsfunktionen beim Schach. *ICCA Journal*, Vol. 17, No. 2, pp. 82-83. (R)
- Althöfer, I. (1994). Sören W. Perrey: Einige stochastische Modelle für Zwei-Personen-Spiele. *ICCA Journal*, Vol. 17, No. 2, pp. 83-84. (R)
- Althöfer, I. (1994). Swen Osterkamp and Britta Schanz: Strategien für Systeme von zufällig entscheidenden Beratern und die Kompetenz von "Dreihirn". *ICCA Journal*, Vol. 17, No. 2, p. 84. (R)
- Althöfer, I. (1995). M. Buro: Techniques for the Evaluation of Game Positions Using Examples. *ICCA Journal*, Vol. 18, No. 1, p. 34. (R)
- Althöfer, I. (1995). Ralph U. Gasser: Harnessing Computational Resources for Efficient Exhaustive Search. *ICCA Journal*, Vol. 18, No. 2, pp. 85-86. (R)
- Althöfer, I. (1997). On the k -best Mode in Computer Chess: Measuring the Similarity of Move Proposals. *ICCA Journal*, Vol. 20, No. 3, pp. 152-165. (A)
- Althöfer, I. (2003). A 20-Choice Experiment in Go for Human+Computer. *ICGA Journal*, Vol. 26, No. 2, pp. 108-114. (A)
- Althöfer, I. and Heuser, S. (2005). Randomised Evaluations in Single-Agent Search. *ICGA Journal*, Vol. 28, No. 1, pp. 21-31. (A)
- Althöfer, I., Koning, J., Lieberum, J., Meyer-Kahlen, S., Rolle, T., and Sameith, J. (2003). Five Visualizations of the k -best Mode. *ICGA Journal*, Vol. 26, No. 3, pp. 182-189. (N)
- Anantharaman, T.S., Campbell, M.S. and Hsu, F. (1988). Singular Extensions: Adding Selectivity to Brute-Force Searching. *ICCA Journal*, Vol. 11, No. 4, pp. 135-143. (A)
- Anantharaman, T.S. (1991). Confidently Selecting a Search Heuristic. *ICCA Journal*, Vol. 14, No. 1, pp. 3-16. (A)

- Anantharaman, T.S. (1991). Extension Heuristics. *ICCA Journal*, Vol. 14, No. 2, pp. 47-65. (A)
- Anantharaman, T.S. (1997). Evaluation Tuning for Computer Chess: Linear Discriminant Methods. *ICCA Journal*, Vol. 20, No. 4, pp. 224-242. (A)
- [Anonymous] (The Editors, 1987). Given a Queen, what Price the Issue? *ICCA Journal*, Vol. 10, No. 2, p. 95. (N)
- [Anonymous] (The Editors, 1992). Thompson: All about Five Men. *ICCA Journal*, Vol. 15, No. 3, pp. 140-143. (N)
- [Anonymous] (The Editors, 1993). Thompson: Quintets with Variations. *ICCA Journal*, Vol. 16, No. 2, pp. 86-90. (N)
- Bal, H.E. and Renesse, R. van (1986). A Summary of Parallel Alpha-Beta Search Results. *ICCA Journal*, Vol. 9, No. 3, pp. 146-149. (A)
- Balkenhol, B. (1994). Data Compression in Encoding Chess Positions. *ICCA Journal*, Vol. 17, No. 3, pp. 132-140. (A)
- Barth, W. and Barth, S. (1992). Validating a Range of Endgame Programs. *ICCA Journal*, Vol. 15, No. 3, pp. 132-139. (A)
- Barth, W. (1995). Combining Knowledge and Search to Yield Infallible Endgame Programs. A study of passed Pawns in the KPKP endgame. *ICCA Journal*, Vol. 18, No. 3, pp. 149-159. (A)
- Barth, W. (1995). The KPKP Endgame: An Amplification. *ICCA Journal*, Vol. 18, No. 4, pp. 225-226. (N)
- Baxter, J., Tridgell, A., and Weaver, L. (1998). Experiments in Parameter Learning using Temporal Differences. *ICCA Journal*, Vol. 21, No. 2, pp. 84-99. (A)
- Beal, D.F. (1984). Mixing Heuristic and Perfect Evaluations: Nested Minimax. *ICCA Journal*, Vol. 7, No. 1, pp. 10-15.
- Beal, D.F. (1984). Mating Sequences in the Quiescence Search. *ICCA Journal*, Vol. 7, No. 3, pp. 133-137.
- Beal, D.F. (1986). Selective Search without Tears. *ICCA Journal*, Vol. 9, No. 2, pp. 76-80. (A)
- Beal, D.F. (1986). M.M. Botvinnik: Computers in Chess - solving inexact search problems. *ICCA Journal*, Vol. 9, No. 2, pp. 88-89. (R)
- Beal, D.F. (1992). H.J. van den Herik and L.V. Allis (eds.): Heuristic Programming in Artificial Intelligence 3. *ICCA Journal*, Vol. 15, No. 2, pp. 79-80. (R)
- Beal, D.F. and Smith, M.C. (1994). Random Evaluations in Chess. *ICCA Journal*, Vol. 17, No. 1, pp. 3-9. (A)
- Beal, D.F. (1995). An Integrated-Bounds-and-Values (IBV) Numeric Scale for Minimax Searches. *ICCA Journal*, Vol. 18, No. 2, pp. 77-81. (A)
- Beal, D.F. and Smith, M.C. (1995). Quantification of Search-Extension Benefits. *ICCA Journal*, Vol. 18, No. 4, pp. 205-218. (A)
- Beal, D.F. and Smith, M.C. (1996). Multiple Probes of Transposition Tables. *ICCA Journal*, Vol. 19, No. 4, pp. 227-233. (A)
- Beal, D.F. and Smith, M.C. (1997). Learning Piece Values Using Temporal Differences. *ICCA Journal*, Vol. 20, No. 3, pp. 147-151. (A)
- Beal, D.F. and Smith, M.C. (1999). Learning Piece-Square Values using Temporal Differences. *ICCA Journal*, Vol. 22, No. 4, pp. 223-235. (A)
- Beasley, J.D. (2001). Computer Discoveries in Losing Chess. *ICGA Journal*, Vol. 24, No. 2, pp. 102-104.
- Benn, S. and Kopec, D. (1993). The Bratko-Kopec Test Recalibrated. *ICCA Journal*, Vol. 16, No. 3, pp. 144-146. (N)
- Bergen, A.R.D. van (1985). An Ulti-mate Look at the KPK Data Base. *ICCA Journal*, Vol. 8, No. 4, pp. 216-218.
- Bergen, A.R.D. van and Storm, T. van der (1986). The KPK Endgame: a Unit Correction. *ICCA Journal*, Vol. 9, No. 1, pp. 35-36. (N)
- Berliner, H.J. (1987). Some Innovations Introduced by Hitech. *ICCA Journal*, Vol. 10, No. 3, pp. 111-117. (A)
- Berliner, H.J. (1992). Allen Newell 1927-1992, In Memoriam. *ICCA Journal*, Vol. 15, No. 3, pp. 144-145. (N)
- Berliner, H.J. (1996). Why Did Kasparov Blink? *ICCA Journal*, Vol. 19, No. 2, pp. 99-100. (N)
- Bettadapur, P. (1986). Influence of Ordering on Capture Search. *ICCA Journal*, Vol. 9, No. 4, pp. 180-188. (A)
- Billings, D. (2000). Thoughts on RoShamBo. *ICGA Journal*, Vol. 23, No. 1, pp. 3-8. (A)
- Björnsson, Y., Marsland, T.A., Schaeffer, J. and Junghanns, A. (1997). Searching with Uncertainty Cut-offs. *ICCA Journal*, Vol. 20, No. 1, pp. 29-37. (A)
- Björnsson, Y. (1997). M. Newborn: Kasparov versus Deep Blue: Computer Chess Comes of Age. *ICCA Journal*, Vol. 20, No. 2, p. 92. (R)
- Botvinnik, M.M. (1983). The Game of Chess: Its past, present and future. *ICCA Journal*, Vol. 6, No. 3, pp. 6-9.
- Botvinnik, M.M. (1993). Three Positions. *ICCA Journal*, Vol. 16, No. 2, pp. 71-75. (A)

- Boulé, M. and Zilic, Z. (2002). An FPGA Move Generator for the Game of Chess. *ICGA Journal*, Vol. 25, No. 2, pp. 85-94. (A)
- Bouzy, B. (2003). The Move-Decision Strategy of INDIGO. *ICGA Journal*, Vol. 26, No. 1, pp. 14-27. (A)
- Bramer, M.A. (1986). KPK Endgame Databases: a response from the source. *ICCA Journal*, Vol. 9, No. 3, pp. 150-151. (N)
- Bratko, I., Tancig, P. and Tancig, S. (1984). Detection of Positional Patterns in Chess. *ICCA Journal*, Vol. 7, No. 2, pp. 63-73.
- Breuker, D.M., Uiterwijk, J.W.H.M. and Herik, H.J. van den (1994). Replacement Schemes for Transposition Tables. *ICCA Journal*, Vol. 17, No. 4, pp. 183-193. (A)
- Breuker, D.M., Uiterwijk, J.W.H.M. and Herik, H.J. van den (1996). Replacement Schemes and Two-Level Tables. *ICCA Journal*, Vol. 19, No. 3, pp. 175-180. (N)
- Brockington, M.G. (1996). A Taxonomy of Parallel Game-Tree Search Algorithms. *ICCA Journal*, Vol. 19, No. 3, pp. 162-174. (A)
- Brockington, M. (2000). Computer Chess Meets Planning. *ICGA Journal*, Vol. 23, No. 2, pp. 85-93. (N)
- Bruin, A. de, Pijls, W. and Plaat, A. (1994). Solution Trees as a Basis for Game-Tree Search. *ICCA Journal*, Vol. 17, No. 4, pp. 207-219. (A)
- Bullock, N. (2002). Domineering: Solving Large Combinatorial Search Spaces. *ICGA Journal*, Vol. 25, No. 2, pp. 67-84. (A)
- Buro, M. (1995). ProbCut: An Effective Selective Extension of the α - β Algorithm. *ICCA Journal*, Vol. 18, No. 2, pp. 71-76. (A)
- Buro, M. (1999). Toward Opening Book Learning. *ICCA Journal*, Vol. 22, No. 2, pp. 98-102. (N)
- Buro, M. (1999). Efficient Approximation of Backgammon Race Equities. *ICCA Journal*, Vol. 22, No. 3, pp. 133-142. (A)
- Campbell, M. (1991). D.F. Beal (ed.): Advances in Computer Chess 6. *ICCA Journal*, Vol. 14, No. 3, pp. 146-148. (R)
- Campitelli, G. and Gobet, F. (2004). Adaptive Expert Decision Making: Skilled Chess Players Search More and Deeper. *ICGA Journal*, Vol. 27, No. 4, pp. 209-216. (A)
- Cazenave, T. (2002). Gradual Abstract Proof Search. *ICGA Journal*, Vol. 25, No. 1, pp. 3-15 (A).
- César Hernández, J., Blasco López, I., and Garcia Villalba, J. (2004). Hiding Data in Games. *ICGA Journal*, Vol. 27, No. 2, pp. 96-101. (N)
- Chen, K.-H. (2000). Some Practical Techniques for Global Search in Go. *ICGA Journal*, Vol. 23, No. 2, pp. 67-74. (A)
- Chen, K.-H. (2001). Computer Go: Knowledge, Search, and Move Decision. *ICGA Journal*, Vol. 24, No. 4, pp. 203-215. (A)
- Chen, Z. (2002). Semi-Empirical Quantitative Theory of Go. Part 1: Estimation of the Influence of a Wall. *ICGA Journal*, Vol. 25, No. 4, pp. 211-218. (A)
- Chinchalkar, S. (1996). An Upper Bound for the Number of Reachable Positions. *ICCA Journal*, Vol. 19, No. 3, pp. 181-183. (N)
- Ciancarini, C.P. (1994). Experiments in Distributing and Co-ordinating Knowledge. *ICCA Journal*, Vol. 17, No. 3, pp. 115-131. (A)
- Ciancarini, C.P. (1994). Distributed Searches: a Basis for Comparison. *ICCA Journal*, Vol. 17, No. 4, pp. 194-206. (A)
- Cifuentes, R., Zeeuw, M. de, and Reek, J. van (1997). Secrets of Chess Endings. *ICCA Journal*, Vol. 20, No. 4, pp. 246-249. (N)
- Coplan, K.P. (1998). Synthesis of Chess and Chess-like Endgames by Recursive Optimisation. *ICCA Journal*, Vol. 21, No. 3, pp. 169-182. (A)
- Coplan, K.P. (2001). Synthesis of Chess and Chess-like Endgames: A Proof of Correctness. *ICGA Journal*, Vol. 24, No. 1, pp. 16-29. (A)
- Costeff, G. (2004). The Chess Query Language: CQL. *ICGA Journal*, Vol. 27, No. 4, pp. 217-2225. (A)
- Cracraft, S.M. (1984). Bitmap Move Generation in Chess. *ICCA Journal*, Vol. 7, No. 3, pp. 146-153.
- DeCoste, D. (1998). The Significance of Kasparov versus DEEP BLUE and the Future of Computer Chess. *ICCA Journal*, Vol. 21, No. 1, pp. 33-43. (N)
- Dekker, S.T., Herik, H.J. van den and Herschberg, I.S. (1987). Complexity Starts at Five. *ICCA Journal*, Vol. 10, No. 3, pp. 125-138. (A)
- Dennett, D.C. (1997). Can Machines Think? DEEP BLUE and Beyond. *ICCA Journal*, Vol. 20, No. 4, pp. 215-223. (A)
- Donkers, H.H.L.M. (2002). Comments on the Awari Solution. *ICGA Journal*, Vol. 25, No. 3, pp. 166-167. (N)

- Donninger, C. (1993). Null Move and Deep Search: Selective-Search Heuristics for Obtuse Chess Programs. *ICCA Journal*, Vol. 16, No. 3, pp. 137-143. (A)
- Donninger, Chr. (1994). A la Recherche du Temps Perdu: 'That was easy'. *ICCA Journal*, Vol. 17, No. 1, pp. 31-35. (N)
- Donninger, C. (1996). CHE: A Graphical Language for Expressing Chess Knowledge. *ICCA Journal*, Vol. 19, No. 4, pp. 234-241. (N)
- Donskoy, M. and Schaeffer, J. (1989). Perspectives on Falling from Grace. *ICCA Journal*, Vol. 12, No. 3, pp. 155-163. (N)
- Donskoy, M.V. (1990). Fundamental Concepts in Search. *ICCA Journal*, Vol. 13, No. 3, pp. 133-137. (A)
- Donskoy, M.V., Herik, H.J. van den and Herschberg, I.S. (1990). Finessing in Games. *ICCA Journal*, Vol. 13, No. 4, pp. 203-204. (N)
- Editor, The (2000). A Measure of Beauty. *ICGA Journal*, Vol. 23, No. 2, p. 93. (N)
- Edwards, S.J. and the Editorial Board (1995). An Examination of the Endgame KBNKN. *ICCA Journal*, Vol. 18, No. 3, pp. 160-167. (N)
- Edwards, S.J. (1995). Comments on Barth's Article Combining Knowledge and Search to Yield Infallible Endgame Programs. *ICCA Journal*, Vol. 18, No. 4, pp. 219-225. (N)
- Edwards, S.J. (1996). An Examination of the Endgame KBBKN. *ICCA Journal*, Vol. 19, No. 1, pp. 24-32. (N)
- Egnor, D. (2000). IOCAINE POWDER. *ICGA Journal*, Vol. 23, No. 1, pp. 33-35. (N)
- Elkies, N.D. (2001). Endgame Tables and Chess Composition. *ICGA Journal*, Vol. 24, No. 2, pp. 93-101.
- Eskicio lu, M.R. (1990). H.E. Bal: The Shared Data-Object Model as a Paradigm for Programming Distributed Systems. *ICCA Journal*, Vol. 13, No. 1, p. 27. (R)
- Falk, L. and The Editorial Board (1989). So Help Me the Database. *ICCA Journal*, Vol. 12, No. 3, pp. 165-166. (N)
- Fang, H-r. (2005). The Nature of Retrograde Analysis for Chinese Chess – Part 1. *ICGA Journal*, Vol. 28, No. 2, pp. 91-105. (A)
- Fang, H-r. (2005). The Nature of Retrograde Analysis for Chinese Chess – Part 2. *ICGA Journal*, Vol. 28, No. 3, pp. 140-152. (A)
- Fang, H-r., Hsu, T-S., and Hsu, S-C. (2004). Checking Indefinitely in Chinese-Chess Endgames. *ICGA Journal*, Vol. 27, No. 1, pp. 19-37. (A)
- Feldmann, R., Monien, B., Mysliwicz, P. and Vornberger, O. (1989). Distributed Game-Tree Search. *ICCA Journal*, Vol. 12, No. 2, pp. 65-73. (A)
- Feldmann, R., Monien, B., Mysliwicz, P. and Vornberger, O. (1990). Response to a Comment on 'Distributed Game-Tree Search'. *ICCA Journal*, Vol. 13, No. 1, pp. 20-21. (N)
- Finkelstein, L. and Markovitch, S. (1998). Learning to Play Chess Selectively by Acquiring Move Patterns. *ICCA Journal*, Vol. 21, No. 2, pp. 100-119. (A)
- Fotland, D. (2002). Static Eye Analysis in THE MANY FACES OF GO. *ICGA Journal*, Vol. 25, No. 4, pp. 203-210. (A)
- Forthoffer, D., Rasmussen, L. and Dekker, S.T. (1989). A Correction to some KRKB-Database Results. *ICCA Journal*, Vol. 12, No. 1, pp. 25-27. (N)
- Frey, P.W. (1985). An Empirical Technique for Developing Evaluation Functions. Some thoughts with a review of Mitchell's thesis. *ICCA Journal*, Vol. 8, No. 1, pp. 17-22.
- Frey, P.W. (1986). Fuzzy Production Rules in Chess. *ICCA Journal*, Vol. 9, No. 4, pp. 175-179. (A)
- Frey, P.W. (1991). Memory-Based Expertise: Computer Chess vs. AI. *ICCA Journal*, Vol. 14, No. 4, pp. 192-197. (A)
- Fürnkranz, J. (1996). Machine Learning in Computer Chess: The Next Generation. *ICCA Journal*, Vol. 19, No. 3, pp. 147-161. (A)
- George, M. and Schaeffer, J. (1990). Chunking for Experience. *ICCA Journal*, Vol. 13, No. 3, pp. 123-132. (A)
- Good, I.J. (1988). Some Comments Concerning an Article by De Groot. *ICCA Journal*, Vol. 11, Nos. 2/3, p. 80. (N)
- Gosling, B. (1992). Chess Computers and Endgame Studies. *ICCA Journal*, Vol. 15, No. 1, pp. 19-23. (N)
- Grand, H. le (1986). The Impact of Computers on Chess-Problem Composition. *ICCA Journal*, Vol. 9, No. 3, pp. 152-153. (N)
- Greenblatt, R.D. (1992). Wedgitude. *ICCA Journal*, Vol. 15, No. 4, pp. 192-198. (A)
- Greer, K.R.C., Ojha, P.C., and Bell, D.A. (1999). A Pattern-Oriented Approach to Move Ordering: the Chessmaps Heuristic. *ICCA Journal*, Vol. 22, No. 1, pp. 13-21. (A)
- Groot, A.D. de (1986). Intuition in Chess. *ICCA Journal*, Vol. 9, No. 2, pp. 67-75. (A)
- Groot, A.D. de (1987). Some Benefits of Advances in Computer Chess. *ICCA Journal*, Vol. 10, No. 2, pp. 72-77. (A)

- Groot, A.D. de (1988). A Rejoinder to I.J. Good's Comments. *ICCA Journal*, Vol. 11, Nos. 2/3, p. 81. (N)
- Groot, A.D. de (1992). Allen Newell: An Adieu. *ICCA Journal*, Vol. 15, No. 3, pp. 146-148. (N)
- Haeringen, H. van and Herik, H.J. van den. (2003). Superchess. *ICGA Journal*, Vol. 26, No. 4, pp. 239-250. (N)
- Hartmann, D. (1987). How to Extract Relevant Knowledge from Grandmaster Games. Part 1: Grandmasters have insights - the problem is what to incorporate into practical programs. *ICCA Journal*, Vol. 10, No. 1, pp. 14-36. (A)
- Hartmann, D. (1987). D.F. Beal (Editor): Advances in Computer Chess 4. *ICCA Journal*, Vol. 10, No. 1, pp. 41-42. (R)
- Hartmann, D. (1987). How to Extract Relevant Knowledge from Grandmaster Games. Part 2: The notion of mobility, and the work of De Groot and Slater. *ICCA Journal*, Vol. 10, No. 2, pp. 78-90. (A)
- Hartmann, D. (1987). R. Bartel, H.J. Kraas and G. Schröder: Das grosse Computerschach-Buch. *ICCA Journal*, Vol. 10, No. 2, pp. 96-97. (R)
- Hartmann, D. (1987). Peter van Diepen and Jaap van den Herik: Schaken voor Computers. *ICCA Journal*, Vol. 10, No. 3, p. 143. (R)
- Hartmann, D. (1987). Reiner Seidel: Grundlagen einer wissenschaftlichen Schachtheorie. *ICCA Journal*, Vol. 10, No. 4, pp. 195-196. (R)
- Hartmann, D. (1988). Christian Posthoff and Günter Reinemann: Computerschach - Schachcomputer. *ICCA Journal*, Vol. 11, No. 1, pp. 34-35. (R)
- Hartmann, D. (1988). Rejoinder to Seidel's Reply. *ICCA Journal*, Vol. 11, No. 1, pp. 38-39. (R)
- Hartmann, D. (1988). Butterfly Boards. *ICCA Journal*, Vol. 11, Nos. 2/3, pp. 64-71. (A)
- Hartmann, D. (1988). Alen D. Shapiro: Structured Induction in Expert Systems. *ICCA Journal*, Vol. 11, No. 4, pp. 163-164. (R)
- Hartmann, D. (1989). David N.L. Levy (Editor): Computer Chess Compendium. *ICCA Journal*, Vol. 12, No. 1, pp. 27-28. (R)
- Hartmann, D. (1989). J.E. Hayes, D. Michie and J. Richards (Editors): Machine Intelligence 11: Logic and the Acquisition of Knowledge. *ICCA Journal*, Vol. 12, No. 3, pp. 168-169. (R)
- Hartmann, D. (1991). A Tale of Two Sequels; David Levy and Monty Newborn: How Computers Play Chess; T. Anthony Marsland and Jonathan Schaeffer (eds.): Chess, Computers, and Cognition. *ICCA Journal*, Vol. 14, No. 2, pp. 79-83. (R)
- Hartmann, D. (1994). H.J. van den Herik, I.S. Herschberg and J.W.H.M. Uiterwijk (eds.): Advances in Computer Chess 7. *ICCA Journal*, Vol. 17, No. 3, pp. 149-151. (R)
- Hartmann, D. (1997). Jonathan Schaeffer: One Jump Ahead: Challenging Human Supremacy in Checkers. *ICCA Journal*, Vol. 20, No. 3, pp. 180-182. (R)
- Hartmann, D. (1997). H.J. van den Herik and J.W.H.M. Uiterwijk (eds.): Advances in Computer Chess 8. *ICCA Journal*, Vol. 20, No. 3, pp. 183-185. (R)
- Hartmann, D. (1998). Dennis Breuker: Memory versus Search in Games. *ICCA Journal*, Vol. 21, No. 4, pp. 245-247. (R)
- Hartmann, D. (1999). Ingo Althöfer's 13 Years of 3-Hirn. *ICCA Journal*, Vol. 22, No. 1, pp. 33-35. (R)
- Hartmann, D. (1999). A Transference of Bones. *ICCA Journal*, Vol. 22, No. 3, pp. 143-144. (R)
- Hartmann, D. (1999). Hands Off Hans! *ICCA Journal*, Vol. 22, No. 4, pp. 241-243. (R)
- Hartmann, D. (2000). E.A. Heinz: The Importance of Being Scalable. *ICGA Journal*, Vol. 23, No. 1, pp. 37-38. (R)
- Hartmann, D. (2000). H.J. van den Herik and H. Iida (eds.): Games in AI Research. *ICGA Journal*, Vol. 23, No. 2, pp. 97-99. (R)
- Hartmann, D. (2001). J.W. Romein: Multigame – An Environment for Distributed Game-tree Research. *ICGA Journal*, Vol. 24, No. 1, pp. 35-36. (R)
- Hartmann, D. (2001). U. Lorenz: Controlled Conspiracy Number Search. *ICGA Journal*, Vol. 24, No. 3, pp. 162-163. (R)
- Hartmann, D. (2001). H.J. van den Herik and B. Monien (eds.): Advances in Computer Games 9. *ICGA Journal*, Vol. 24, No. 4, pp. 236-237. (R)
- Hartmann, D. (2002). T. Marsland and I. Frank (eds.): Computers and Games. *ICGA Journal*, Vol. 25, No. 2, pp. 97-98. (R)
- Hartmann, D. (2002). J. Fürnkranz and M. Kubat (eds.): Advances in Computation: Theory and Practice, Vol. 8. *ICGA Journal*, Vol. 25, No. 2, pp. 99-100. (R)
- Hartmann, D. (2002). J. Schaeffer and H.J. van den Herik (eds.): Chips Challenging Champions. *ICGA Journal*, Vol. 25, No. 4, pp. 229-231. (R)
- Hartmann, D. (2003). F-h. Hsu: Behind DEEP BLUE. *ICGA Journal*, Vol. 26, No. 1, pp. 49-51. (R)

- Hartmann, D. (2003). The Blue Monty (M. Newborn: DEEP BLUE: An Artificial Intelligence Milestone). *ICGA Journal*, Vol. 26, No. 3, pp. 198-199. (R)
- Hartmann, D. (2004). Know Your Enemy (H.H.L.M. Donkers: Nosce Hostem. Searching with Opponent Models). *ICGA Journal*, Vol. 27, No. 1, pp. 47-48. (R)
- Hartmann, D. (2004). The Tenth Commandment (H.H. van den Herik, H. Iida and E.A. Heinz (eds.): Advances in Computer Games 10. Many Games, Many Challenges). *ICGA Journal*, Vol. 27, No. 1, pp. 48-50. (R)
- Hartmann, D. (2004). M.H.M. Winands: Informed Search in Complex Games. *ICGA Journal*, Vol. 27, No. 4, pp. 233-234. (R)
- Hartmann, D. (2005). The True Holy Grail of Artificial Intelligence (E.C.D. van der Werf: AI Techniques for the Game of Go). *ICGA Journal*, Vol. 28, No. 1, pp. 37-39. (R)
- Hartmann, D. (2005). P.H.M. Spronck: Adaptive Game AI. *ICGA Journal*, Vol. 28, No. 3, pp. 159-160. (R)
- Haworth, G.M^cC. (2000). Strategies for Constrained Optimisation. *ICGA Journal*, Vol. 23, No. 1, pp. 9-20. (A)
- Haworth, G.M^cC. (2000). Deepest Chess Win Revisited. *ICGA Journal*, Vol. 23, No. 2, pp. 94-96. (N)
- Haworth, G.M^cC. (2001). Depth by the Rule. *ICGA Journal*, Vol. 24, No. 3, p. 160. (N)
- Haworth, G.M^cC. (2001). Discarding Like Pieces. *ICGA Journal*, Vol. 24, No. 3, p. 161. (N)
- Haworth, G.M^cC. (2002). Secrets of Pawnless Endings. *ICGA Journal*, Vol. 25, No. 2, pp. 95-96. (N)
- Haworth, G.M^cC. (2003). Reference Fallible Endgame Play. *ICGA Journal*, Vol. 26, No. 2, pp. 81-91. (A)
- Haworth, G.M^cC. (2003). Self Play: Statistical Significance. *ICGA Journal*, Vol. 26, No. 2, pp. 115-118. (N)
- Haworth, G.M^cC. (2005). 6-Man Chess Solved. *ICGA Journal*, Vol. 28, No. 3, p. 153. (N)
- Haworth, G.M^cC., Karrer, P., Tamplin, J.A., and Wirth, C. (2001). 3-5 Man Chess: Maximals and Mzugs. *ICGA Journal*, Vol. 24, No. 4, pp. 225-230. (N)
- Haworth, G.M^cC. and Velliste, M. (1998). Chess Endgames and Neural Networks. *ICCA Journal*, Vol. 21, No. 4, pp. 211-227. (A)
- Heijden, H.M.J.F. van der (2001). Endgame Tables and Endgame Study Composition. *ICGA Journal*, Vol. 24, No. 2, pp. 88-92.
- Heinz, E.A. (1997). How DARKTHOUGHT Plays Chess. *ICCA Journal*, Vol. 20, No. 3, pp. 166-176. (N)
- Heinz, E.A. (1998). Extended Futility Pruning. *ICCA Journal*, Vol. 21, No. 2, pp. 75-83. (A)
- Heinz, E.A. (1998). Efficient Interior-Node Recognition. *ICCA Journal*, Vol. 21, No. 3, pp. 157-168. (A)
- Heinz, E.A. (1998). DARKTHOUGHT Goes Deep. *ICCA Journal*, Vol. 21, No. 4, pp. 228-244. (A)
- Heinz, E.A. (1999). Endgame Databases and Efficient Index Schemes for Chess. *ICCA Journal*, Vol. 22, No. 1, pp. 22-32. (N)
- Heinz, E.A. (1999). Knowledgeable Encoding and Querying of Endgame Databases. *ICCA Journal*, Vol. 22, No. 2, pp. 81-97. (A)
- Heinz, E.A. (1999). Adaptive Null-Move Pruning. *ICCA Journal*, Vol. 22, No. 3, pp. 123-132. (A)
- Heinz, E.A. (2000). AEL Pruning. *ICGA Journal*, Vol. 23, No. 1, pp. 21-32. (A)
- Heinz, E.A. (2001). Self-play, Deep Search and Diminishing Returns. *ICGA Journal*, Vol. 24, No. 2, pp. 75-79.
- Heinz, E.A. (2003). Follow-up on "Self-play, Deep Search and Diminishing Returns". *ICGA Journal*, Vol. 26, No. 2, pp. 75-80. (A)
- Herbeck, H. and Barth, W. (1996). An Explanation Tool for Chess Endgames Based on Rules. *ICCA Journal*, Vol. 19, No. 2, pp. 75-82. (A)
- Herik, H.J. van den and Jong-Gierveld, J. de (1983). Computer Chess: Trick or Treat? Preliminary thoughts on threats and rewards. *ICCA Journal*, Vol. 6, No. 4, pp. 15-22.
- Herik, H.J. van den and Jong-Gierveld, J. de (1984). Computer Chess: Trick or Treat? Part II: threats and fears investigated. *ICCA Journal*, Vol. 7, No. 1, pp. 16-22.
- Herik, H.J. van den and Jong-Gierveld, J. de (1984). Computer Chess: Trick or Treat? Part III: some fears revealed. *ICCA Journal*, Vol. 7, No. 2, pp. 74-83.
- Herik, H.J. van den and Herschberg, I.S. (1985). The Construction of an Omniscient Endgame Data Base. *ICCA Journal*, Vol. 8, No. 2, pp. 66-87.
- Herik, H.J. van den and Herschberg, I.S. (1985). Elementary Theory Improved, a Conjecture Refuted. *ICCA Journal*, Vol. 8, No. 3, pp. 141-149.
- Herik, H.J. van den and Herschberg, I.S. (1986). A Data Base on Data Bases. *ICCA Journal*, Vol. 9, No. 1, pp. 29-34. (A)
- Herik, H.J. van den (1986). Roycroft's 5-Man Chess Endgame Series. *ICCA Journal*, Vol. 9, No. 3, pp. 154-155. (R)
- Herik, H.J. van den and Herschberg, I.S. (1986). A Note on KBBK. *ICCA Journal*, Vol. 9, No. 4, p. 199. (N)
- Herik, H.J. van den and Herschberg, I.S. (1987). The KBBKN Statistics: New data from Ken Thompson. *ICCA Journal*, Vol. 10, No. 1, pp. 39-40. (N)

- Herik, H.J. van den, Herschberg, I.S. and Nakad, N. (1987). A Six-Men-Endgame Database: KRP(a2)KbBP(a3). *ICCA Journal*, Vol. 10, No. 4, pp. 163-180. (A)
- Herik, H.J. van den and Herschberg, I.S. (1988). Computer Checks on Human Analyses of the KRKB Endgame. *ICCA Journal*, Vol. 11, No. 1, pp. 26-31. (N)
- Herik, H.J. van den, Herschberg, I.S. and Nakad, N. (1988). Karpov Amends Timman's Analysis. *ICCA Journal*, Vol. 11, No. 1, pp. 32-33. (N)
- Herik, H.J. van den, Herschberg, I.S. and Nakad, N. (1988). A Reply to R. Sattler's Remarks on the KRP(a2)KbBP(a3) Database. *ICCA Journal*, Vol. 11, Nos. 2/3, 88-91. (N)
- Herik, H.J. van den and Herschberg, I.S. (1993). John Nunn: Secrets of Rook Endings. *ICCA Journal*, Vol. 16, No. 2, pp. 94-95. (R)
- Herik, H.J. van den (2001). The Bell Captain. *ICGA Journal*, Vol. 24, No. 2, pp. 73-74.
- Herschberg, I.S. and Herik, H.J. van den (1985). A Gauge of Endgames. *ICCA Journal*, Vol. 8, No. 4, pp. 225-229.
- Herschberg, I.S. and Herik, H.J. van den (1986). Thompson's New Data-Base Results. *ICCA Journal*, Vol. 9, No. 1, pp. 45-49. (N)
- Herschberg, I.S. (1986). The 5th World Microcomputer Chess Championship. *ICCA Journal*, Vol. 9, No. 3, p. 155. (R)
- Herschberg, I.S. and Herik, H.J. van den (1987). More Truth on KBBK Database Results. *ICCA Journal*, Vol. 10, No. 2, pp. 91-93. (N)
- Herschberg, I.S., Herik, H.J. van den and Schoo, P.N.A. (1989). Verifying and Codifying Strategies in the KNNKP(h) Endgame. *ICCA Journal*, Vol. 12, No. 3, pp. 144-154. (A)
- Herschberg, I.S. and Herik, H.J. van den (1994). John Nunn: Secrets of Pawnless Endings. *ICCA Journal*, Vol. 17, No. 2, pp. 81-82. (R)
- Herschberg, I.S. and Herik, H.J. van den (1995). Dieter Steinwender and Frederic F. Friedel: Schach am PC. *ICCA Journal*, Vol. 18, No. 4, p. 230. (R)
- Herschberg, I.S. and Herik, H.J. van den (1995). Peter Schreiner and Carsten Bauermeister (eds.): Der Schachcomputerkatalog. *ICCA Journal*, Vol. 18, No. 4, p. 231. (R)
- Hesse, C.H. (2004). Fischer Numbers. *ICGA Journal*, Vol. 27, No. 1, pp. 44-46. (N)
- Himstedt, K. (2005). An Optimistic Pondering Approach for Asynchronous Distributed Game-Tree Search. *ICGA Journal*, Vol. 28, No. 2, pp. 77-90. (A)
- Hlynka, M. and Schaeffer, J. (2004). Pre-Searching. *ICGA Journal*, Vol. 27, No. 4, pp. 203-208. (A)
- Horacek, H. (1983). Knowledge-Based Move Selection and Evaluation to Guide the Search in Chess Pawn Endings. *ICCA Journal*, Vol. 6, No. 3, pp. 20-37.
- Horacek, H. (1993). Computer Chess, its Impact on Artificial Intelligence. *ICCA Journal*, Vol. 16, No. 1, pp. 31-36. (N)
- Hsu, F-h. (2001). Ken Thompson and DEEP BLUE. *ICGA Journal*, Vol. 24, No. 2, pp. 80-82.
- Hsu, T-s. and Liu, P-Y. (2002). Verification of Endgame Databases. *ICGA Journal*, Vol. 25, No. 3, pp. 132-144. (A)
- Hünen, R.W.G. (1987). A Uniform Way to Report Database Results. *ICCA Journal*, Vol. 10, No. 2, p. 91. (N)
- Hyatt, R.M. (1984). Using Time Wisely. *ICCA Journal*, Vol. 7, No. 1, pp. 4-9.
- Hyatt, R.M. (1985). Parallel Chess on the Cray X-MP/48. *ICCA Journal*, Vol. 8, No. 2, pp. 90-99.
- Hyatt, R.M. (1997). The Dynamic Tree-Splitting Parallel Search Algorithm. *ICCA Journal*, Vol. 20, No. 1, pp. 3-19. (A)
- Hyatt, R.M. and Cozzie, A. (2005). The Effect of Hash Signature Collisions in a Chess Program. *ICGA Journal*, Vol. 28, No. 3, pp. 131-139. (A)
- Hyatt, R.M. and Newborn, M. (1997). CRAFTY Goes Deep. *ICCA Journal*, Vol. 20, No. 2, pp. 79-86. (A)
- Hyatt, R.M. (1999). Book Learning ! a Methodology to Tune an Opening Book Automatically. *ICCA Journal*, Vol. 22, No. 1, pp. 3-12. (A)
- Hyatt, R.M. (1999). Rotated Bitmaps, a New Twist on an Old Idea. *ICCA Journal*, Vol. 22, No. 4, pp. 213-222. (A)
- Hyatt, R.M. and Mann, T. (2002). A Lockless Transposition-Table Implementation for Parallel Search. *ICGA Journal*, Vol. 25, No. 1, pp. 36-39 (N).
- Iida, H., Uiterwijk, J.W.H.M., Herik, H.J. van den and Herschberg, I.S. (1993). Potential Applications of Opponent-Model Search. Part 1: the domain of applicability. *ICCA Journal*, Vol. 16, No. 4, pp. 201-208. (A)
- Iida, H., Uiterwijk, J.W.H.M., Herik, H.J. van den and Herschberg, I.S. (1994). Potential Applications of Opponent-Model Search. Part 2: risks and strategies. *ICCA Journal*, Vol. 17, No. 1, pp. 10-14. (A)
- Iida, H., Handa, K.-i., and Uiterwijk, J.W.H.M. (1995). Tutoring Strategies in Game-Tree Search. *ICCA Journal*, Vol. 18, No. 4, pp. 191-204. (A)

- Irving, G., Donkers, J. and Uiterwijk, J.W.H.M. (2000). Solving Kalah. *ICGA Journal*, Vol. 23, No. 3, pp. 139-147. (A)
- Jansen, P.J. (1992). KQKR: Awareness of a Fallible Opponent. *ICCA Journal*, Vol. 15, No. 3, pp. 111-131. (A)
- Jansen, P.J. (1992). KQKR: Assessing the Utility of Heuristics. *ICCA Journal*, Vol. 15, No. 4, pp. 179-191. (A)
- Jansen, P.J. (1993). KQKR: Speculatively Thwarting a Human Opponent. *ICCA Journal*, Vol. 16, No. 1, pp. 3-17. (A)
- Junghanns, A. (1994). Fuzzy Numbers as a Tool in Chess Programs. *ICCA Journal*, Vol. 17, No. 3, pp. 141-148. (N)
- Junghanns, A. (1998). Are there Practical Alternatives to Alpha-Beta? *ICCA Journal*, Vol. 21, No. 1, pp. 14-32. (A)
- Kaindl, H., Horacek, H. and Wagner, M. (1986). Selective Search versus Brute Force. *ICCA Journal*, Vol. 9, No. 3, pp. 140-145. (A)
- Kaindl, H. (1988). Useful Statistics from Tournament Programs. *ICCA Journal*, Vol. 11, No. 4, pp. 156-159. (N)
- Kalnim, R. (1990). A Positional Assembly Model. *ICCA Journal*, Vol. 13, No. 3, pp. 138-142. (N)
- Karrer, P. (2000). KQKQP and KQPKQP.. *ICGA Journal*, Vol. 23, No. 2, pp. 75-84. (A)
- Ke, Y.-F. and Parng, T.-M. (1993). The Guard Heuristic: Legal Move Ordering with Forward Game-Tree Pruning. *ICCA Journal*, Vol. 16, No. 2, pp. 76-85. (A)
- Kocsis, L., Herik, H.J. van den, and Uiterwijk, J.W.H.M. (2003). Two Learning Algorithms for Forward Pruning. *ICGA Journal*, Vol. 26, No. 3, pp. 165-181. (A)
- Komissarchik, E.A. and Futer, A.L. (1986). Computer Analysis of a Queen Endgame. *ICCA Journal*, Vol. 9, No. 4, pp. 189-198. (A)
- Kooi, B. (2005). Yet Another Mastermind Strategy. *ICGA Journal*, Vol. 28, No. 1, pp. 13-20. (A)
- Korf, R.E. (1997). Does DEEP BLUE use Artificial Intelligence? *ICCA Journal*, Vol. 20, No. 4, pp. 243-245. (N)
- Kotěšovec, V. (2001). King and Two Generalised Knights against King. *ICGA Journal*, Vol. 24, No. 2, pp. 105-107.
- Kuszmaul, B.C. (1995). The STARTECH Massively-Parallel Chess Program. *ICCA Journal*, Vol. 18, No. 1, pp. 3-19. (A)
- Langlois, T. and Campos, P. (2003). ABALearn: A Program that Learns How to Play Abalone. *ICGA Journal*, Vol. 26, No. 4, pp. 219-228. (A)
- Larsson, J.E. (1987). Challenging that Mobility is Fundamental. *ICCA Journal*, Vol. 10, No. 3, pp. 139-142. (N)
- Levene, M. and Bar-Ilan, J. (2005). Comparing Move Choices of Chess Search Engines. *ICGA Journal*, Vol. 28, No. 2, pp. 67-76. (A)
- Levene, M. and Fenner, T. (1995). A Partial Analysis of Minimizing Game Trees with Random Leaf Values. *ICCA Journal*, Vol. 18, No. 1, pp. 20-33. (A)
- Levinson, R.A. (1989). A Self-Learning, Pattern-Oriented Chess Program. *ICCA Journal*, Vol. 12, No. 4, pp. 207-215. (A)
- Levinson, R. and Snyder, R. (1993). DISTANCE: Toward the Unification of Chess Knowledge. *ICCA Journal*, Vol. 16, No. 3, pp. 123-136. (A)
- Levy, D.N.L. (1986). When Will Brute Force Programs Beat Kasparov? *ICCA Journal*, Vol. 9, No. 2, pp. 81-86. (A)
- Levy, D.N.L. (1987). Improving the Performance of Endgame Databases. *ICCA Journal*, Vol. 10, No. 4, pp. 191-192. (N)
- Levy, D.N.L., Broughton, D. and Taylor, M. (1989). The SEX Algorithm in Computer Chess. *ICCA Journal*, Vol. 12, No. 1, pp. 10-21. (A)
- Levy, D.N.L. (1991). First Among Equals. *ICCA Journal*, Vol. 14, No. 3, p. 142. (N)
- Levy, D.N.L. (1997). Crystal Balls: The Meta-Science of Prediction in Computer Chess. *ICCA Journal*, Vol. 20, No. 2, pp. 71-78. (A)
- Levy, D.N.L. (2002). Some Comments on Realization Probabilities and the SEX Algorithm. *ICGA Journal*, Vol. 25, No. 3, p. 167. (N)
- Levy, D.N.L. (2003). The State of the Art in Man vs. "Machine" Chess. *ICGA Journal*, Vol. 26, No. 1, pp. 3-8. (A)
- Li, C-C. and Koh, K. (2005). Using Joseki for Tactics Deployment in Computer Go. *ICGA Journal*, Vol. 28, No. 3, pp. 154-158. (N)
- Lim, Y-J. and Nievergelt, J. (2004). Computing Tigers and Goats. *ICGA Journal*, Vol. 27, No. 3, pp. 131-141. (A)
- Lincke, T.R. and Marzetta, A. (2000). Large Endgame Databases with Limited Memory Space. *ICGA Journal*, Vol. 23, No. 3, pp. 131-138. (A)

- Lindner, L. (1983). Experience with the Second Human-Computer Problem Test. *ICCA Journal*, Vol. 6, No. 3, pp. 10-15.
- Lindner, L. (1985). A Test to Compare Human and Computer Fairy-Chess Problem Solving. *ICCA Journal*, Vol. 8, No. 3, pp. 150-155.
- Lippold, D. (1997). The Legitimacy of Positions in Endgame Databases. *ICCA Journal*, Vol. 20, No. 1, pp. 20-28. (A)
- Lorenz, U., Rottmann, V., Feldmann, R., and Mysliwicz, P. (1995). Controlled Conspiracy-Number Search. *ICCA Journal*, Vol. 18, No. 3, pp. 135-147. (A)
- Luštrek, M., Gams, M., and Bratko, I. (2003). A Program for Playing Tarok. *ICGA Journal*, Vol. 26, No. 3, pp. 190-197. (N)
- Mańdziuk, J. and Osman, D. (2004). Alpha-Beta Search Enhancements with a Real-Value Game-State Evaluation Function. *ICGA Journal*, Vol. 27, No. 1, pp. 38-43. (N)
- Manohararajah, V. (1997). RAJAH: The Design of a Chess Program. *ICCA Journal*, Vol. 20, No. 2, pp. 87-91. (N)
- Marko, P. and Haworth, G.McC. (1999). The Kasparov-World Match. *ICCA Journal*, Vol. 22, No. 4, pp. 236-238. (N)
- Marris, Ch.A. (1989). Compressing a Chess-Endgame Database. *ICCA Journal*, Vol. 12, No. 1, pp. 22-24. (N)
- Marsland, T.A. (1983). P.W. Frey (Editor): Chess Skill in Man and Machine (2nd ed.). *ICCA Journal*, Vol. 6, No. 4, pp. 46-48. (R)
- Marsland, T.A. (1984). David E. Welsh: Computer Chess. *ICCA Journal*, Vol. 7, No. 1, pp. 36-37. (R)
- Marsland, T.A. (1984). David Levy: The Chess Computer Handbook. *ICCA Journal*, Vol. 7, No. 2, p. 84. (R)
- Marsland, T.A. (1984). David Levy: Computer Gamesmanship. *ICCA Journal*, Vol. 7, No. 2, pp. 84-85. (R)
- Marsland, T.A. (1984). M.A. Bramer (Editor): Computer Game-Playing: Theory and Practice. *ICCA Journal*, Vol. 7, No. 2, p. 85. (R)
- Marsland, T.A. (1984). H. Berliner and M. Campbell: Using Chunking to Solve Chess Pawn Endings. *ICCA Journal*, Vol. 7, No. 3, p. 154. (R)
- Marsland, T.A. (1985). R.M. Hyatt: Cray Blitz - A Computer Chess Playing Program. *ICCA Journal*, Vol. 8, No. 1, pp. 23-24. (R)
- Marsland, T.A. (1985). Evaluation-Function Factors. *ICCA Journal*, Vol. 8, No. 2, pp. 47-57.
- Marsland, T.A. (1985). D.E. Welsh and B. Baczynskyj: Computer Chess II. *ICCA Journal*, Vol. 8, No. 3, p. 156. (R)
- Marsland, T.A. (1986). A Review of Game-Tree Pruning. *ICCA Journal*, Vol. 9, No. 1, pp. 3-19. (A)
- Marsland, T.A. (1987). L. Pachman and V. Kühnmund: Computer Chess. *ICCA Journal*, Vol. 10, No. 2, p. 97. (R)
- Marsland, T.A. (1987). Carl Ebeling: All the Right Moves: A VLSI Architecture for Chess. *ICCA Journal*, Vol. 10, No. 4, p. 197. (R)
- Marsland, T.A. (1989). D.F. Beal (Editor): Advances in Computer Chess 5. *ICCA Journal*, Vol. 12, No. 3, p. 169. (R)
- Marsland, T.A. (1989). David Levy (Ed.): Computer Chess Compendium. *ICCA Journal*, Vol. 12, No. 4, p. 218. (R)
- Marsland, T.A. (1990). The Bratko-Kopec Test Revisited. *ICCA Journal*, Vol. 13, No. 1, pp. 15-19. (A)
- McAllester, D. and Yuret, D. (2002). Alpha-Beta-Conspiracy Search. *ICGA Journal*, Vol. 25, No. 1, pp. 16-35 (A).
- McCarthy, J. (1989). The Fruitfly on the Fly. *ICCA Journal*, Vol. 12, No. 4, pp. 199-206. (A)
- McCarthy, J. and Feigenbaum, E. (1991). In Memoriam. Arthur L. Samuel: Pioneer in Machine Learning. *ICCA Journal*, Vol. 14, No. 1, pp. 19-20. (N)
- Mednis, E. (1991). Database Results for KQKRN and KQKRB Annotated. *ICCA Journal*, Vol. 14, No. 2, pp. 66-70. (N)
- Meulen, M. van der (1990). Conspiracy-Number Search. *ICCA Journal*, Vol. 13, No. 1, pp. 3-14. (A)
- Meulen, M. van der, Allis, L.V. and Herik, H.J. van den (1990). A Comment on 'Conspiracy-Number Search'. *ICCA Journal*, Vol. 13, No. 2, pp. 74-75. (N)
- Michie, D. and Bratko, I. (1987). Ideas on Knowledge Synthesis Stemming from the KBBKN Endgame. *ICCA Journal*, Vol. 10, No. 1, pp. 3-13. (A)
- Michie, D. and Bratko, I. (1987). Ideas on Knowledge Synthesis a correction. *ICCA Journal*, Vol. 10, No. 2, p. 94. (N)
- Michie, D. (1989). Brute Force in Chess and Science. *ICCA Journal*, Vol. 12, No. 3, pp. 127-143. (A)
- Michie, D. and Bratko, I. (1991). Comments to 'Chunking for Experience'. *ICCA Journal*, Vol. 14, No. 1, p. 18. (N)

- Morales, E. (1994). Learning Patterns for Playing Strategies. *ICCA Journal*, Vol. 17, No. 1, pp. 15-26. (A)
- Müller, K. (2003). Man Equals Machine in Chess. *ICGA Journal*, Vol. 26, No. 1, pp. 9-13. (A)
- Müller, M. (2002). Position Evaluation in Computer Go. *ICGA Journal*, Vol. 25, No. 4, pp. 219-228. (A)
- Nakayama, Y., Akazawa, T. And Noshita, K. (1996). A Parallel Algorithm for Solving Hard Tsume-Shogi Problems. *ICCA Journal*, Vol. 19, No. 2, pp. 94-99. (N)
- Nalimov, E.V., Wirth, C., and Haworth, G.McC. (1999). KQKQKQ and the Kasparov-World Game. *ICCA Journal*, Vol. 22, No. 4, pp. 195-212. (A)
- Nalimov, E.V., Haworth, G.M^cC. and Heinz, E.A. (2000). Space-Efficient Indexing of Chess Endgame Tables. *ICGA Journal*, Vol. 23, No. 3, pp. 148-162. (A)
- Nefkens, H.J.J. (1985). Constructing Data Bases to Fit a Microcomputer. *ICCA Journal*, Vol. 8, No. 4, pp. 219-224.
- Nefkens, H.J.J. (1991). How to Win with a Knight Ahead. *ICCA Journal*, Vol. 14, No. 4, pp. 201-203. (N)
- Nelson, H.L. (1985). Hash Tables in Cray Blitz. *ICCA Journal*, Vol. 8, No. 1, pp. 3-13.
- Nelson, H.L. and Hyatt, R.M. (1988). The Draw Heuristic of Cray-Blitz. *ICCA Journal*, Vol. 11, No. 1, pp. 3-9. (A)
- Newborn, M.M. (1985). A Hypothesis Concerning the Strength of Chess Programs. *ICCA Journal*, Vol. 8, No. 4, pp. 209-215.
- Noshita, K. (2005). Union-Connections and Straightforward Winning Strategies in Hex. *ICGA Journal*, Vol. 28, No. 1, pp. 3-12. (A)
- Nunn, J. (1992). Perfect Prose. *ICCA Journal*, Vol. 15, No. 2, pp. 75-76. (N)
- Nunn, J. (1993). Extracting Information from Endgame Databases. *ICCA Journal*, Vol. 16, No. 4, pp. 191-200. (A)
- Nunn, J. (1994). More, and More Perfect Prose. *ICCA Journal*, Vol. 17, No. 2, pp. 78-80. (N)
- Paramasamy, S. (2001). Online Interpretation of Chess Columns. *ICGA Journal*, Vol. 24, No. 4, pp. 216-224. (A)
- Pijls, W. and Bruin, A. de (1993). SSS*-like Algorithms in Constrained Memory. *ICCA Journal*, Vol. 16, No. 1, pp. 18-30. (A)
- Pitrat, J. (1998). Games: The Next Challenge. *ICCA Journal*, Vol. 21, No. 3, pp. 147-156. (A)
- Plenkner, S. (1995). A Null-Move Technique Impervious to Zugzwang. *ICCA Journal*, Vol. 18, No. 2, pp. 82-85. (N)
- Posthoff, C. (1988). G.M. Adelson-Velsky, V.L. Arlazarov and M.V. Donskoy: Algorithms for Games. *ICCA Journal*, Vol. 11, Nos. 2/3, pp. 92-93. (R)
- Posthoff, C. (1988). David N.L. Levy (Editor): Computer Games I. *ICCA Journal*, Vol. 11, Nos. 2/3, pp. 94-95. (R)
- Pratola, M. and Wolf, T. (2003). Optimizing GoTOOLS' Search Heuristics using Genetic Algorithms. *ICGA Journal*, Vol. 26, No. 1, pp. 28-48. (A)
- Rasmussen, L. (1987). Correcting Grandmasters' Analyses in Elementary Endgames. *ICCA Journal*, Vol. 10, No. 4, pp. 192-194. (N)
- Rasmussen, L. (1988). Ultimates in KQKR and KRKN. *ICCA Journal*, Vol. 11, No. 1, pp. 21-25. (N)
- Rasmussen, L. (1988). A Database for KRKP. *ICCA Journal*, Vol. 11, No. 4, pp. 144-150. (A)
- Rasmussen, L. (1992). Queen versus Rook and Pawn. *ICCA Journal*, Vol. 15, No. 2, pp. 77-78. (N)
- Reed, A. (1986). A Response to the Bergen/Storm KPK Endgame Result. *ICCA Journal*, Vol. 9, No. 2, p. 87. (N)
- Reek, J. van, Uiterwijk, J.W.H.M., and Herik, H.J. van den (1998). Planning a Strategy in Chess. *ICCA Journal*, Vol. 21, No. 3, pp. 183-192. (N)
- Reek, J. van, Uiterwijk, J.W.H.M., and Herik, H.J. van den (1999). Two Strategic Shortcomings in Chess Programs. *ICCA Journal*, Vol. 22, No. 4, pp. 239-240. (N)
- Reek, J. van, Uiterwijk, J.W.H.M. and Herik, H.J. van den (2000). The Innovated Art of Chess Analysis. *ICGA Journal*, Vol. 23, No. 4, pp. 230-232. (N)
- Reinefeld, A. (1983). An Improvement to the Scout Tree-Search Algorithm. *ICCA Journal*, Vol. 6, No. 4, pp. 4-14.
- Reinefeld, A. (1985). Kai von Luck: Aspekte wissenschaftlicher Planung. Bernd Owsnicki: Repräsentation von positionellem Schachwissen mit Techniken der künstlichen Intelligenz. *ICCA Journal*, Vol. 8, No. 4, pp. 235-236.
- Reznitsky, A. and Chudakoff, M. (1990). Pioneer: A Chess Program Modelling a Chess Master's Mind. *ICCA Journal*, Vol. 13, No. 4, pp. 175-195. (A)
- Ritchie, D. (2001). Ken, Unix and Games. *ICGA Journal*, Vol. 24, No. 2, pp. 67-70.
- Romein, J.W. and Bal, H.E. (2002). Awari is Solved. *ICGA Journal*, Vol. 25, No. 3, pp. 162-165. (N)

- Ros Padilla, J. (1994). Estimating Asymmetry and Selectivity in Chess Programs. *ICCA Journal*, Vol. 17, No. 1, pp. 27-30. (N)
- Roycroft, A.J. (1987). The Experimental Positions of Ideas in Knowledge Synthesis. *ICCA Journal*, Vol. 10, No. 2, p. 95. (N)
- Roycroft, A.J. (1990). How to Treat Endgame Databases. *ICCA Journal*, Vol. 13, No. 2, pp. 76-78. (N)
- Roycroft, A.J. (1990). Identifying the Three Types of Zugzwang. *ICCA Journal*, Vol. 13, No. 4, p. 205. (N)
- Roycroft, A.J. (1991). A Side-Effect of New Database Knowledge. *ICCA Journal*, Vol. 14, No. 3, pp. 135-137. (N)
- Roycroft, A.J. (1991). A Use for Endgame Databases? *ICCA Journal*, Vol. 14, No. 4, pp. 204-209. (N)
- Saito, Y. and Iida, H. (1996). H. Matsubara (ed.): Proceedings of the Game Programming Workshop in Japan '96. *ICCA Journal*, Vol. 19, No. 4, pp. 242-246. (R)
- Sakuta, M. and Iida, H. (2000). Solving Kriegspiel-like Problems: Exploiting a Transposition Table. *ICGA Journal*, Vol. 23, No. 4, pp. 218-229. (A)
- Sakuta, M. and Iida, H. (2001). AND/OR-tree Search Algorithms in Shogi Mating Search. *ICGA Journal*, Vol. 24, No. 4, pp. 231-235. (N)
- Sattler, R. (1988). Further to the KRP(a2)KbBP(a3) Database. *ICCA Journal*, Vol. 11, Nos. 2/3, pp. 82-87. (N)
- Schaeffer, J. (1983). The History Heuristic. *ICCA Journal*, Vol. 6, No. 3, pp. 16-19.
- Schaeffer, J. (1984). The Relative Importance of Knowledge. *ICCA Journal*, Vol. 7, No. 3, pp. 138-145.
- Schaeffer, J. (1985). Lionel Moser: An Experiment in Distributed Game Tree Searching. *ICCA Journal*, Vol. 8, No. 2, pp. 88-89. (R)
- Schaeffer, J. (1987). Speculative Computing. *ICCA Journal*, Vol. 10, No. 3, pp. 118-124. (A)
- Schaeffer, J. (1988). G.M. Adelson-Velsky, V.L. Arlazarov and M.V. Donskoy: Algorithms for Games. *ICCA Journal*, Vol. 11, Nos. 2/3, pp. 93-94. (R)
- Schaeffer, J. (1989). Comment on 'Distributed Game-Tree Search'. *ICCA Journal*, Vol. 12, No. 4, pp. 216-217. (N)
- Schaeffer, J. (1990). A Rejoinder to a Comment on 'Distributed Game-Tree Search'. *ICCA Journal*, Vol. 13, No. 1, p. 21. (N)
- Schaeffer, J. (1991). Checkers: A Preview of what will Happen in Chess? *ICCA Journal*, Vol. 14, No. 2, pp. 71-78. (N)
- Schaeffer, J. (2001). Ken Thompson's Influence on Computer Games Research. *ICGA Journal*, Vol. 24, No. 2, pp. 71-72.
- Schaeffer, J. (2001). Technology Transfer from One High-Performance Search Engine to Another. *ICGA Journal*, Vol. 24, No. 3, pp. 131-146. (A)
- Schaeffer, J. (2005). Solving Checkers: First Result. *ICGA Journal*, Vol. 28, No. 1, pp. 32-36. (N)
- Scherzer, T., Scherzer, L. and Tjaden Jr., D. (1991). Learning in Bebe. *ICCA Journal*, Vol. 14, No. 4, pp. 183-191. (A)
- Schijf, M., Allis, L.V. and Uiterwijk, J.W.H.M. (1994). Proof-Number Search and Transpositions. *ICCA Journal*, Vol. 17, No. 2, pp. 63-74. (A)
- Schlosser, M. (1988). Computers and Chess-Problem Composition. *ICCA Journal*, Vol. 11, No. 4, pp. 151-155. (N)
- Schröder, G. (1989). A Strategic Quiescence Search. *ICCA Journal*, Vol. 12, No. 1, pp. 3-9. (A)
- Seidel, R. (1985). Chess, How to Understand the Exceptions! *ICCA Journal*, Vol. 8, No. 1, pp. 14-16.
- Seidel, R. (1985). Grammatical Description of Chess Positions. Data-base versus human knowledge. *ICCA Journal*, Vol. 8, No. 3, pp. 127-140.
- Seidel, R. (1986). What Constitutes Optimal Play? *ICCA Journal*, Vol. 9, No. 1, pp. 37-44. (N)
- Seidel, R. (1988). Reply to D. Hartmann's Review of "Grundlagen einer wissenschaftlichen Schachtheorie". *ICCA Journal*, Vol. 11, No. 1, pp. 36-37. (R)
- Seidel, R. (1994). Self-Annotating Elementary Endgames. *ICCA Journal*, Vol. 17, No. 2, pp. 51-62. (A)
- Sevenster, M. (2004). Battleships as a Decision Problem. *ICGA Journal*, Vol. 27, No. 3, pp. 142-149. (A)
- Sheppard, B. (2003). Endgame Play in Scrabble. *ICGA Journal*, Vol. 26, No. 3, pp. 147-164. (A)
- Sheppard, B. (2004). Efficient Control of Selective Simulations. *ICGA Journal*, Vol. 27, No. 2, pp. 67-80. (A)
- Skiena, S.S. (1986). An Overview of Machine Learning in Computer Chess. *ICCA Journal*, Vol. 9, No. 1, pp. 20-28. (A)
- Slate, D.J. (1984). Interior-Node Score Bounds in a Brute-Force Chess Program. *ICCA Journal*, Vol. 7, No. 4, pp. 184-192.
- Slate, D.J. (1987). A Chess Program that Uses its Transposition Table to Learn from Experience. *ICCA Journal*, Vol. 10, No. 2, pp. 59-71. (A)
- Stiller, L. (1989). Parallel Analysis of Certain Endgames. *ICCA Journal*, Vol. 12, No. 2, pp. 55-64. (A)

- Stiller, L. (1991). Some Results from a Massively Parallel Retrograde Analysis. *ICCA Journal*, Vol. 14, No. 3, pp. 129-134. (N)
- Stiller, L. and The Editors (1991). Karpov and Kasparov: The End is Perfection. *ICCA Journal*, Vol. 14, No. 4, pp. 198-201. (N)
- Stiller, L. (1992). KQNKRR. *ICCA Journal*, Vol. 15, No. 1, pp. 16-18. (N)
- Stiller, L.B. (2001). Retrograde Analysis: Software Architecture. *ICGA Journal*, Vol. 24, No. 2, pp. 86-87.
- Sturman, M. (1996). Beware the Bishop Pair. *ICCA Journal*, Vol. 19, No. 2, pp. 83-93. (A)
- Szabo, A. and Szabo, B. (1988). The Technology Curve Revisited. *ICCA Journal*, Vol. 11, No. 1, pp. 14-20. (A)
- Tabibi, O.D., Felner, A., and Netanyahu, N.S. (2004). Blockage Detection in Pawn Endings. *ICGA Journal*, Vol. 27, No. 3, pp. 150-158. (A)
- Tabibi, O.D. and Netanyahu, N.S. (2002). Verified Null-Move Pruning. *ICGA Journal*, Vol. 25, No. 3, pp. 153-161. (A)
- Tamplin, J. and Haworth, G.M^cC. (2001). Ken Thompson's 6-Man Tables. *ICGA Journal*, Vol. 24, No. 2, pp. 83-85.
- Thompson, K. (1986). Retrograde Analysis of Certain Endgames. *ICCA Journal*, Vol. 9, No. 3, pp. 131-139. (A)
- Thompson, K. (1986). An Example of QPvQ. *ICCA Journal*, Vol. 9, No. 4, pp. 201-204. (N)
- Thompson, K. (1990). KQPKQ and KRPKR Endings. *ICCA Journal*, Vol. 13, No. 4, pp. 196-199. (N)
- Thompson, K. (1991). New Results for KNPKB and KNPKN Endgames. *ICCA Journal*, Vol. 14, No. 1, p. 17. (N)
- Thompson, K. (1996). 6-Piece Endgames. *ICCA Journal*, Vol. 19, No. 4, pp. 215-226. (A)
- Thompson, K. (2000). The Longest: KRNNNN in 262. *ICGA Journal*, Vol. 23, No. 1, pp. 35-36. (N)
- Thomsen, T. (2000). Lambda-Search in Game Trees – with Application to Go. *ICGA Journal*, Vol. 23, No. 4, pp. 203-217. (A)
- Tiggelen, A. van (1991). Neural Networks as a Guide to Optimization. The Chess Middle Game Explored. *ICCA Journal*, Vol. 14, No. 3, pp. 115-118. (A)
- Timoshchenko, G. (1993). Bishop or Knight? *ICCA Journal*, Vol. 16, No. 4, pp. 209-216. (N)
- Trice, E. (2004). 80-Square Chess. *ICGA Journal*, Vol. 27, No. 2, pp. 81-95. (A)
- Trice, E. and Dodgen, G. (2003). The Perfect 7-Piece Checkers Database. *ICGA Journal*, Vol. 26, No. 4, pp. 229-238. (N)
- Tsuruoka, Y., Yokoyama, D., and Chikayama, T. (2002). Game-tree Search Algorithm based on Realization Probability. *ICGA Journal*, Vol. 25, No. 3, pp. 145-152. (A)
- Tunstall-Pedoe, W. (1991). Genetic Algorithms Optimizing Evaluation Functions. *ICCA Journal*, Vol. 14, No. 3, pp. 119-128. (A)
- Uiterwijk, J.W.H.M. (1988). David N.L. Levy (Editor): Computer Games II. *ICCA Journal*, Vol. 11, No. 4, pp. 161-162. (R)
- Uiterwijk, J.W.H.M. (1989). Hermann Kaindl: Problemlösen durch heuristische Suche in der artificial Intelligence. *ICCA Journal*, Vol. 12, No. 3, pp. 170-171. (R)
- Uiterwijk, J.W.H.M. (1991). D.N.L. Levy and D.F. Beal (eds.): Heuristic Programming in Artificial Intelligence 2. *ICCA Journal*, Vol. 14, No. 3, pp. 143-146. (R)
- Uiterwijk, J.W.H.M. (1992). The Countermove Heuristic. *ICCA Journal*, Vol. 15, No. 1, pp. 8-15. (A)
- Uiterwijk, J.W.H.M. (1992). Memory Efficiency in some Heuristics. *ICCA Journal*, Vol. 15, No. 2, pp. 67-74. (A)
- Uiterwijk, J.W.H.M. and Iida, H. (1995). H. Matsubara (ed.): Proceedings of the Game Programming Workshop in Japan '95. *ICCA Journal*, Vol. 18, No. 4, pp. 227-229. (R)
- Verhoef, T.F. and Wesselius, J.H. (1987). Two-Ply KRKN: Safely Overtaking Quinlan. *ICCA Journal*, Vol. 10, No. 4, pp. 181-190. (A)
- Wágner, J. and Virág, I. (2001). Solving Renju. *ICGA Journal*, Vol. 24, No. 1, pp. 30-35. (N)
- Walker, A.N. (1984). Uniqueness in Game Trees. *ICCA Journal*, Vol. 7, No. 4, pp. 193-202.
- Walker, A.N. (1996). Hybrid Heuristic Search. *ICCA Journal*, Vol. 19, No. 1, pp. 17-23. (A)
- Walker, D. and Levinson, R. (2004). The MORPH Project in 2004. *ICGA Journal*, Vol. 27, No. 4, pp. 226-232. (N)
- Warnock, T. and Wendroff, B. (1988). Search Tables in Computer Chess. *ICCA Journal*, Vol. 11, No. 1, pp. 10-13. (A)
- Weill, J.-C. (1992). The NegaC* Search. *ICCA Journal*, Vol. 15, No. 1, pp. 3-7. (A)
- Weill, J.-C. (1996). The ABDADA Distributed Minimax-Search Algorithm. *ICCA Journal*, Vol. 19, No. 1, pp. 3-16. (A)

- Wendroff, B. (1985). Attack Detection and Move Generation on the X-MP/48. *ICCA Journal*, Vol. 8, No. 2, pp. 58-65.
- Werf, E.C.D. van der, Herik, H.J. van den, and Uiterwijk, J.W.H.M. (2003). Solving Go on Small Boards. *ICGA Journal*, Vol. 26, No. 2, pp. 92-107. (A)
- White, J.F. (1988). Querg Chess. *ICCA Journal*, Vol. 11, Nos. 2/3, pp. 72-80. (A)
- White, J.F. (1990). The Amateur Book-Opening Routine. *ICCA Journal*, Vol. 13, No. 1, pp. 22-26. (N)
- Wiereyn, P.H. (1985). Inventive Problem Solving. *ICCA Journal*, Vol. 8, No. 4, pp. 230-234.
- Wiereyn, P. (1997). GENIUS 3 Cooked Endgame Studies. *ICCA Journal*, Vol. 20, No. 3, pp. 177-179. (N)
- Winands, M.H.M., Uiterwijk, J.W.H.M., and Herik, H.J. van den (2001). The Quad Heuristic in Lines of Action. *ICGA Journal*, Vol. 24, No. 1, pp. 3-15. (A)
- Winkler, F.-G. and Fürnkranz, J. (1998). A Hypothesis on the Divergence of AI Research. *ICCA Journal*, Vol. 21, No. 1, pp. 3-13. (A)
- Wirth, C. and Nievergelt, J. (1999). Exhaustive and Heuristic Retrograde Analysis of the KPPKP Endgame. *ICCA Journal*, Vol. 22, No. 2, pp. 67-80. (A)
- Wu, R. and Beal, D. (2001). Fast, Memory-efficient Retrograde Algorithms. *ICGA Journal*, Vol. 24, No. 3, pp. 147-159. (A)
- Ye, C. and Marsland, T.A. (1992). Experiments in Forward Pruning with Limited Extensions. *ICCA Journal*, Vol. 15, No. 2, pp. 55-66. (A)
- Yen, S.-J., Chen, Jr.-C., Yang, T.-N., and Hsu, S.-C. (2004). Computer Chinese Chess. *ICGA Journal*, Vol. 27, No. 1, pp. 3-18. (A)
- Yoshikawa, A. and Iida, H. (1997). H. Matsubara (ed.): Proceedings of Game Programming Workshop in Japan '97. *ICCA Journal*, Vol. 20, No. 4, pp. 249-252. (R)
- Zellner, H. (1986). Compressing Databases down to Micro Size. *ICCA Journal*, Vol. 9, No. 4, pp. 199-200. (N)
- Zellner, H. (1987). KBBK Squeezed into a Micro. *ICCA Journal*, Vol. 10, No. 1, pp. 37-39. (N)
- Zellner, H., Herik, H.J. van den and Herschberg, I.S. (1987). Corrections and Substantiations to KBNK. *ICCA Journal*, Vol. 10, No. 3, p. 139. (N)
- Zellner, H. (1989). The KPK Database Revisited. *ICCA Journal*, Vol. 12, No. 2, pp. 78-82. (N)
- Zellner, H. (1989). KBBKN on a Micro. *ICCA Journal*, Vol. 12, No. 3, pp. 163-164. (N)
- Zobrist, A.L. (1990). A New Hashing Method with Applications for Game Playing. *ICCA Journal*, Vol. 13, No. 2, pp. 69-73. (A)
- Zuse, K. (1990). The Way from the Computers Z1, Z3 and Z4 to Plankalkül. *ICCA Journal*, Vol. 13, No. 2, pp. 55-68. (A)