

Chapter 1 : Little League World Series - Wikipedia

First best game prize Kasparov vs P Nikolic, (D10) Queen's Gambit Declined Slav, 37 moves, Second best game prize I Rogers vs G Milos,

Video and Other Electronic Game Collections Video and Other Electronic Game Collections Arcade Game Collections The collection includes more than arcade games from the earliest classics to the latest specialty products being manufactured today. From Marbles to Pinball and Beyond. Key artifacts include the first home video game systems—Magnavox Odyssey and Atari Pong—as well as dozens of Pong-like systems from that same era. The collection also includes several models of Vectrex, including a 3-D Imager. Also represented are Nintendo Famicom, Nintendo Entertainment System, and other mid-80s consoles including Atari and Sega Genesis. The collection includes more than dedicated handhelds created in the late 70s and early 80s by companies like Mattel Electronics, Coleco, Entex, and Bandai. Personal Computers, Present Computers have facilitated electronic gaming in homes since the late 70s and remain important platforms both for games played on individual computers and for multiplayer games played on the Internet. The collection also includes peripherals such as printers and modems that served as important accessories for many types of gaming. Also included is both Simon and a Simon prototype made by its inventor, Ralph H. Computer Games, Present Game play on computers has ranged from casual games like the Solitaire program that Microsoft introduced with Windows 3. The museum holds some 12, computer games, ranging from those for early systems like the Apple II to games for contemporary PCs. Educational software peaked in the 80s, and today many educational games are web based. Through its International Center for the History of Electronic Games, The Strong works with companies to help preserve those distinct historical contributions. Groupings appearing here include large or otherwise distinct assemblages provided to the museum by specific manufacturers. These collections include either software or hardware, or both, or one or both in addition to archival items. Other materials related to these companies, but not provided by them, may be found in other museum collections categories according to type. He also co-founded Adventure International, an important early publisher of text-based and graphical adventure games in the late 70s and 80s. Also included are printouts of Tic-Tac-Toe and checkers games Adams wrote in high school, printed source code, product catalogs, advertising flyers, photographs, magazines, and other materials that document the work of Adams and his company. Also included are dozens of binders chronicling the production of virtually every Atari coin-operated game from 1976 to 1983; extensive corporate records documenting game brainstorming sessions, industry and market research, and player game evaluations; as well as company correspondence, newsletters, and technical documentation. Documentation of a Classic Arcade Game. Doug Carlston also served as President and Chairman of the Software Publishers Association, and materials in the collection document that work and offer further insight into the growth of the software industry. The collection includes design notes, press releases, testing and focus group documents, company profiles, and correspondence that not only document the history of Her Interactive but also offer critical insight into female experiences and attitudes towards electronic gaming. Also included are more than 30 games. Jeff Schon, who served as CEO of Living Books from 1995 to 2001, donated this collection that includes extensive company business records, in-depth documentation of the software design process, and commercially produced games and other learning titles. Among these are more than 70 games for the PC, Xbox, and Xbox 360; dozens of examples of hardware and accessories, including consoles and controllers; prototypes for Xbox and Kinect and a beta version of Xbox Live Starter Kit; and 15 examples of the many awards the corporation has received for various innovations and sales milestones. Also included are miscellaneous posters, images, and promotional materials. More than any other company, MECC helped schools integrate educational games into classroom curricula, introducing many students to computers in the process. Nintendo of America Collection, Present Nintendo has been a leader in the electronic gaming industry since the 1980s and created some of the most enduring game franchises of all time, including Super Mario Bros. Among the items are consoles manufactured for the Brazilian and Japanese markets and rare products such as an NES Hands Free controller developed for quadriplegic players and a Virtual Boy demo console used by

Nintendo Merchandising Incorporated to demonstrate the system to potential buyers. Nutting Associates Collection, â€” Founded by Bill Nutting in , Nutting Associates pioneered the manufacturing of some of the earliest coin-operated electronic games. In , Nutting released Computer Quiz, a coin-operated, multiple-choice, question and answer game that would, after a redesign in , go on to become one of the first arcade games to run on solid state electronics. The bulk of these materials are from to See also " Penguin Software Collection. In addition to video games, other key materials in the collection include figures, plush toys, posters, costumes, fiction, comics and graphic novels, strategy guides, board and trading card games, Mega Bloks, drinkware, pins, jewelry, and items from past BlizzCon gaming conventions. SSI was the leading developer of war games and other computer simulations in the s and early s. This collection, donated by company founder Joel Billings, includes internal records documenting the history of the company from , as well as information about other computer companies of the period. SSI Collection finding aid. Collection, â€” Atari Games founded Tengen, Inc. This collection includes source code for nearly all of the more than 50 games the company produced, original game package and user manual artwork, posters and other promotional materials, and electronic records containing product schedules, sales figures, and corporate documents. Toys for Bob Skylanders Collection, â€” Game developer Toys for Bob, a subsidiary of Activision, created the first video game and action figure hybrid with its release of Skylanders: The game, which used radio frequency identification RFID technology, allowed players to transport their toy character figures into the digital game world via the Portal of Power. This collection consists of a wide array of objects and documentation related to the development of the franchise, including more than pre-production figures and portals such as hand-sculpted and hand-painted prototypes and the first working prototype portal. Also included are figure molds, RFID test equipment, more than games and figures in their original packaging; nearly 1, pages of archival records documenting character concepts, character design, and production schedules; and video interviews with key members of the development team, including studio founders Paul Reiche III and Fred Ford, principal concept artist I-Wei Huang, and principal engineer Robert Leyland. Westwood Studios Collection, â€” Westwood Studios is recognized worldwide for having created and popularized real time strategy games RTS. Other items include artwork, development and marketing materials, and related artifacts such as costumes worn by actors for filmed scenes in games.

Chapter 2 : Go Software | American Go Association

TIP: You can make these tips go away by registering a free account then visiting your preferences page. Simply check the option "Don't show random tips on game pages." and click the Update Profile button at the bottom.

Prior to , instead of two separate geographic regions, Europe, the Middle East, and Africa held two coterminous regions: Leagues from the Transatlantic region generally consisted of children and other dependents of American expatriates, typically Armed Forces personnel, international organization members, and oil company workers such as the team representing the Saudi Aramco Residential Camp in Dhahran , which advanced to the World Series 19 times through , including all the tournaments from through Teams in the reorganized Europe and MEA regions did not have nationality restrictions, as evidenced by the series. In that year, both regions were won by teams made up primarily of children of American expatriates. On August 29, , Little League announced a significant realignment of the international regions, which took effect in Australia has now become the fourth-largest country, and the largest outside North America, in Little League participation. African countries were placed in the former Europe Region , which was renamed the Europe and Africa Region. Israel and Turkey remained in the renamed Europe and Africa region; they had been in the former Europe Region as members of the European zone of the International Baseball Federation. From the inaugural tournament through , there were predominantly U. One Canadian team played in , and one in Regions were introduced in , and that tournament included the first non-U. International regions were added in From through , the eight teams in the tournament came from four U. S and four international regions: That year, the tournament was held with only the teams from the U. In , the number of regions was doubled to The tournament started with eight U. Teams competed round-robin within their own pool, with the top two teams of each pool advancing to single-elimination play for a spot in the U. S champion and international champion meeting in the World Championship game. In , round-robin play was replaced by a double-elimination bracket in each four-team pool. The winners of each pool advanced to a single-elimination U. Additionally, each team in the tournament played a minimum of three games, as any team that lost its first two games would play in a consolation U. The tournament is double-elimination until the U. Each team in the tournament still plays a minimum of three games, via consolation games as noted above. Lamade Stadium has hosted games since , and added lights in That distance had been Admission to all LLWS games is free for all spectators. However, stadium seats for the championship game are distributed in a random drawing of all interested parties due to high demand. Some early round games, mostly games with Pennsylvania teams, will use first-come, first-served admission if a big crowd is to be expected. Age requirements[edit] From to , the age limit for players was set at children who turned 13 on August 1 of that year or later. In , the age limit was loosened to include players who turn 13 after April As the Series takes place in August, this led to many of the players having already turned 13 before the Series started. In Little League voted to change the age cutoff from April 30 to December However, this caused outrage by parents because the players born between May 1 and August 31, would have lost their year-old season because they would be considered to be 13 years old even though they have not reached their 13th birthday. Effective November , a new implementation plan was established, which "grandfathered" players born between May 1 and August 31, as year-olds for the season, using the current April 30 age determination date for the season. Beginning in , a new determination date of August 31 will be used, which will effectively ban year-old players from participating in the Series. Notable events[edit] A team from Montreal , Canada, became the first team outside of the United States to play in the tournament. He was intentionally walked in his other five plate appearances. Little League World Series champions[edit] Year.

Chapter 3 : Go Games | Go4Go

COOB'92 was the first Organising Committee to offer an official report in four separate editions. Indeed, the "Official report of the Games of the XXV Olympiad Barcelona " exists in French, English, Spanish and Catalan.

The Games of Shusaku Return Compiled, edited, and translated by John Power This book has been widely acclaimed as a masterpiece on one of the greatest go players who ever lived. Shusaku was the leading player of the golden age of go in the midth century. He has become known to later generations as the Saint of Go kisei and is recognized by modern players as one of the great geniuses in the history of the game. His victories over his contemporaries in a number of matches contributed to his reputation, but its main foundation is his perfect record, not even approached by any other player, of nineteen successive wins in the annual castle games played in the presence of the shogun. He was unexcelled in his complete mastery of the strategic principles and the practical techniques of go. His games are a treasure house of all the varied elements of the game, from the fuseki to the endgame, but in particular they provide amateur players with ideal material for studying the art of fighting in the middle game. Here are some 20th century views of Shusaku: This way of playing is only possible if one has a clear understanding of the principles of go and is blessed with superb positional judgement, and it also requires considerable self-confidence. On those rare occasions when he got into a bad position, he would display tremendous strength in fighting his way back into the lead. The castle game with Ito Showa in is a good example of a game in which he reveals his latent strength. Another feature of his go is his flexibility and willingness to experiment. Modern go is still far from surpassing Shusaku. At that time, Rin was the undisputed king of the go world. He had stripped the great Sakata Eio of his Meijin and Honinbo titles, and rebuffed him in his challenges to get them back. But Ishida was one of a new breed of players from that hot-house of go prodigies known as the Kitani Dojo. Rin was also noted for these same abilities, but Ishida was a level higher. It starts with his win in the preliminary tournament which earned him the right to play in the league. It then presents his seven league games and the six games in the title match. Each game is analyzed in detail with easy-to-follow figures. Out of print for more than 20 years, it will be a welcome addition to the libraries of those players looking for in-depth game commentaries. Tournament Go A Yearbook of Japanese Professional Go Return Translated and compiled by John Power Tournament Go , the first-ever yearbook of professional go published in English, presents fascinating, in-depth commentaries on all the top title matches played in Japan in , together with games from international title matches. This book does full justice to a year of outstanding go with a detailed coverage of all the top title games. Careful, well-researched game analyses, carried out by top professional players, show you the world of Japanese professional go from the inside. The main title matches covered are:

Chapter 4 : theinnatdunvilla.com - Japanese Go Tournaments

The Blue Devils registered a crushing defeat of North Carolina in the ACC Tournament final that brought redemption after the previous year's point loss to UNC in the same game.

Through the next six tournaments, the United States went undefeated, collecting gold while not losing a single contest in the games held in London , Helsinki , Melbourne , Rome , Tokyo , and Mexico City. Participation in these tournaments were limited to amateurs, but the US teams during this period featured players who would later go on to become superstars in professional basketball, including all-time greats Bill Russell , Oscar Robertson , Jerry West , and Jerry Lucas ; the latter three competed on the Rome team often credited as the best U. Kurland once again led the team to victory. The United States rode their seven consecutive gold medals and 63â€™0 Olympic record to Munich for the Summer Olympics. The team won its first eight games in convincing fashion, setting up a final against the Soviet Union, holding a 6â€™0 advantage over the Soviets in Olympic play. The horn sounded as a length-of-the-court Soviet pass was being released from the inbound player, the pass missed its mark, and the American players began celebrating. Nevertheless, final three seconds were replayed for a third time. Belov then laid the ball in for the winning points as the buzzer sounded. The US players voted unanimously to refuse their silver medals, and at least one team member, Kenny Davis , has directed in his will that his heirs are never to accept the medals, even posthumously. Jordan led the team with The American team lost in the semifinals, but then regrouped and went on to beat Australia 78â€™49 in the bronze medal game. Dan Majerle led the team in scoring, averaging This was the last time the American Team consisted of amateur college stars. Magic Johnson and Larry Bird served as co-captains. The USA team was so much better than the competition that head coach Chuck Daly did not call a single timeout during the tournament. The Dream Team won by an average of Regarding drug-testing the athletes, according to USA Basketball spokesman Craig Miller, "Since , all of our teams have been tested in competition. I believe since around we have also been subject to out-of-competition testing. This was an entirely new roster, as USA Basketball elected to showcase stars who were not present at the Olympics. Composed primarily of younger NBA players, the team lacked the widespread appeal of its predecessor but nevertheless continued its dominance. Coached by Don Nelson of the Golden State Warriors , this team easily captured the gold medal in tournament play. Lenny Wilkens coached the team. The Americans won another gold medal with an average margin of victory of They captured the gold medal after defeating Yugoslavia 95â€™ Because of a labor dispute that led to a lockout , no active NBA players were permitted to compete in the tournament. The unheralded roster captured a bronze medal, considered a solid achievement given its lack of top-notch talent. During the late s, international basketball began to gather attention as more and more foreign players became stars in the NBA. Therefore, the U. The new team that was assembled again featured NBA players, but this time few of them were considered to be true superstars, as several elite players elected not to participate. It won its first two games by lopsided margins, but faced more difficult competition thereafter. In a preliminary game against Lithuania , the U. A shock came in the semifinals when the United States defeated Lithuania by the close score of 85â€™ The closeness of the semifinal game was so shocking that NBC took the unusual step of showing the gold medal game live rather than on tape delay. The game started around 2 p. NBC originally planned to show the game almost 24 hours later during its Sunday prime time broadcast. The USA won the gold medal against France in a close game, 85â€™ Though the US went undefeated on its way to the gold medal, the team began to lose its aura of invincibility for the first time. Coached by George Karl, the team finished a surprisingly disappointing sixth in the competition. Then Spain repeated the outcome in the 5th place playoff.

Chapter 5 : Go Bibliography by Difficulty

NBA Finals Game 3 Supersonics vs Bullets (Partial,Complete 1stHalf+LastFewMin/CBS Original 8/10) NBA Finals Game 4 Supersonics vs Bullets (CBS Original 8/10) NBA Finals Game 5 Supersonics vs Bullets (CBS Original 8/10).

Software that Plays Go Available for Purchase The following are programs you can purchase on the internet from a vendor of go products , or in many cases directly from the author. Currently one of the strongest go playing engines. Available for PC, iPhone and iPad. It plays with nine different personalities. Includes a tutorial and life and death problems. Play against the computer, or against a human opponent over the Internet. Igowin, a 9x9 freeware demo, is available for download. A day free trial download is available. Over 10, professional games and Go problems in your pocket. Can also be used to record your own games. Winner of the Ing Computer Go Championship. Available for Free Download The following are programs you can download for free. Some work well on a variety of platforms. An IGS client that lets you observe and play games online. Shareware plays go on your Palm Pilot. Joachim Pimiskern test his theories of intelligence. Claims to be the strongest program for the Mac. An open source go program. A complete go application for your Pocket PC or smartphone. Play against GnuGo, record your games, and view sgf files. Fast, easy to beat, uses Chinese scoring. The shareware version only plays the first 50 moves. A simple program with C source code. Leela is a strong Go playing program combining advances in Go programming and further original research into a small, easy to use graphical interface. Software that Teaches Go These programs do not play, but they are designed to show you things that may improve your play. Most of these programs are commercial products. Lessons on common opening patterns, annotated pro games and problems. A lively animated introduction. Software that Helps You Study The following programs enable you to record games for later review. Some also allow you to save variations, make comments, mark alternate moves, print diagrams and so on. Each has its own interface, unique features and drawbacks. They are sorted by platform. Browse and edit files, print and export, and play against GnuGo. Online database of more than 28, professional games. Play online, record and analyze your own games or study the library of 33, professional games or other teaching materials included with this shareware program. Guess the next move as you play through games and this Windows-based program from China keeps score. Game record database management system with pattern recognition. Thousands of professional games in SGF format. Recording software with many advanced options for printing game records. An oldie but goodie—this shareware editor has been around since This game recorder also works as an IGS client. Game analysis tool containing game records that were acquired from other collections without permission. Windows software to play, replay, analyze, study, and print go games. With over 38, professional games and over problems. Master 12 different challenges before playing "First Capture Go" against the computer with 3 different levels. Free recording software for the Palm operating system. Includes an SGF file editor for recording and reviewing game records. Software for Playing Go on the Internet Some go servers on the internet require you to provide your own "client", a graphic interface that converts code transmitted by the server into a user friendly visual display. Some of these programs also allow you to read sgf files. Play or observe up to 24 games at once. Shareware from Stephen Richard. Free with source code. IGS client available with source code. Uses the algorithm that powers the AGA rating system to "rate" players, pairing those who seem closest in strength. Capable of pairing knockout, Swiss-McMahon and other formats, and generating reports compatible with the AGA rating system. An instruction manual is also available. This program requires Microsoft Access A run-time version is available for users who do not have Access Write to author Chuck Robbins at chuck.ctipc. Java-based sgf file maintenance utility. A utility that converts sgf files to other popular formats. When your computer is idle, this utility will play through any collection of games at random on your monitor. While this has been successful in the past, the lack of written documentation presents problems for first-time tournament directors who find themselves without instructional resources. Programmers wishing to create computer pairing programs are unclear on the algorithm required to implement such a system. To fill this gap, the AGA now presents two documents. Program Interface and Reporting Requirements, lays out minimal user interface standards for an

AGA compliant pairing program.

Chapter 6 : Viswanathan Anand vs Daniel John King ()

Graded Go Problems for Dan Players This new series of books is a translation of a popular Nihon Ki-in collection for aspiring dan players. It is designed to provide low-kyu and low-dan players with the essential grounding in the basics of life-and-death, tesuji, the opening, joseki, and the middle game needed to develop deep and accurate reading and the intuition to compete as dan players.

But Danny played his trusted Najdorf, and a nation wepted a billion tears as their hero bit the dust. Anand was clear no. Two brits at the top: King won this strong swiss system at 8. After nine rounds, King was leading alone, cooly aiming for two draws in the last two rounds to secure his tournament win. Some further prominent players in no particular order: Ehlvest, Gufeld, Georgiev, Ribli, Bologan, and Barua of course, more than participants; thirteen players from the former USSR, travelling all in bus, arrived too late, ten were given a bye half a point for the first round, they started to play in the second of eleven rounds. You need to pick a username and password to post a reply. Pick your username now and join the chessgames community! If you already have an account, you should login now. Please observe our posting guidelines: No obscene, racist, sexist, or profane language. No spamming, advertising, or duplicating posts. No personal attacks against other members. Nothing in violation of United States law. No posting personal information of members. See something that violates our rules? Blow the whistle and inform an administrator. Keep all discussion on the topic of this page. This forum is for this specific game and nothing else. Messages posted by Chessgames members do not necessarily represent the views of Chessgames. Please submit a correction slip and help us eliminate database mistakes! [Click here to read them.](#)

Chapter 7 : Barcelona Summer Olympics - results & video highlights

The Troy State vs. DeVry men's basketball game is the highest-scoring men's basketball game in National Collegiate Athletic Association (NCAA) history, regardless of division classification. On January 12, , Troy State University, now known as Troy University, defeated DeVry University of Atlanta in a game that is.

Official Reports arrow Boycott-free For the first time since , the Games were boycott-free, due to important global political changes. Apartheid had been abolished in South Africa. Newcomers and youngsters Baseball debuted as a full medal discipline having appeared as an exhibition or demonstration sport at six previous Games. Needless to say they dominated the event and won gold. Another impressive performer was gymnast Vitaly Scherbo, who won six golds, including four in one day. African hope In the last lap of the 10,m final, Derartu Tulu of Ethiopia darted into the lead and went on to win. At the finishing line, she waited for her opponent Elana Meyer, a white South African. They set off hand-in-hand for a victory lap that symbolised hope for a new Africa. The Historical Changes In the years that followed the Games, the world witnessed important political changes. Apartheid was abolished in South Africa, which allowed the country to participate in the Olympic Games again, for the first time since At the Barcelona Olympics, the independent teams of Estonia and Latvia made their first apparition since and Lithuania sent its first team since The other ex-Soviet republics participated as a "unified team", although the winners were honoured under the flags of their own republics. Hockey Andreas Keller of the gold medal-winning German field hockey team was the third generation of his family to win a medal in the event. His grandfather, Erwin, earned a silver medal in and his father, Carsten, a gold in Yugoslavia The only controversy concerned Yugoslavia, which was the subject of United Nations sanctions because of its military aggression against Croatia and Bosnia-Herzegovina. In the end, Yugoslavia was banned from taking part in any team sports, but individual Yugoslav athletes were allowed to compete as "independent Olympic participants". Croatia, Slovenia and Bosnia-Herzegovina competed as separate nations for the first time. Baseball is in Baseball, which had appeared as an exhibition or demonstration sport at six Olympic Games, finally achieves medal status. During the 95th Session of the International Olympic Committee IOC , held in Puerto Rico in , it was decided that demonstration sports would be eliminated definitively from the Atlanta Games onwards. However, the organisation of these demonstrations created a lot of extra work for the OCOGs, which had to provide services that were almost identical to those for the sports on the Olympic programme. Ceremonies Barcelona, 25 July Acts at the Opening Ceremony. Official opening of the Games by: Antonio Rebollo paralympic archer.

Chapter 8 : FIFA World Cup - Wikipedia

Go, an addictive game: Honinbo Tournament, 46th edition, Honinbo Tournament, 45th edition, home > japanese go tournaments.

The fact that there are three such books is in itself remarkable. Suddenly, chess publishers are doing us a wonderful service in this regard. At any rate, he now has a better games collection book than Kasparov! My Best Games has two sterling qualities: This is a prime example of a book which is almost pure substance: The verbal notes are not compellingly written perhaps the one slight criticism I would level concerns this stylistic dullness , but they are to-the-point and often revealing. He repeatedly makes clear, for example, at which points he had to improvise over the board and which moves he played on instinct, as opposed to those he had to work out in detail. It turns out that he was on his own surprisingly early in many of the openings, particularly in Open Sicilians which I had assumed having previously seen the games were worked out well into the middlegame. Most of these games are brilliant and usually sound attacking efforts; but there are also purely positional struggles. In his amazing match game versus Ivanchuk 17 , he leaves himself with backward, doubled pawns and a horrible bishop in a greatly simplified position; but has foreseen, astonishingly, that he will be able to create passed pawns 12 moves later! Two other particularly fine positional efforts come from his second and successful match versus Kamsky s 30 and Great attacking efforts are the rule rather than the exception; the reader might want to check out three beauties from versus Gelfand 35 , Topalov 37 , and Ivanchuk 38 for examples of sophisticated devastation. Jon Speelman is one of the strongest players to emerge from the English Chess Explosion arguably, only Short and now Adams have been more successful against the top competition. However, readers looking for entertaining stories and interesting incidents away from the board will again be disappointed. Lengthy, intriguing digressions are the norm, with some of truly heroic proportions. This same game 31 also contains 2-page and 2. It just a book which the reader has to take seriously to truly appreciate and thus is probably best recommended to players and above. Fortunately for the lazy, the games themselves are also tremendously entertaining. In the end, this is simply a terrific effort, recommended to any player willing to invest some time in it. As much as the I liked the last two books, my pick for the very best recent biographical collection will surprise no one familiar with it: With Shirov now playing for some sort of world championship, we are lucky to have this stunning collection of: All three sections are brilliant. We should realize that Shirov, like Anand but more so, is a primary representative of the ultra-dynamic modern style. One could easily imagine Anand, Topalov, Kramnik, Ivanchuk, Polgar or any number of other top-class players saying the same thing. When I first read this book last fall, I felt like I was being treated to a long display of stunning fireworks. If you like complex tactics, this book is a gold mine. Sometime it seems as though Shirov is involved in a Lasker-Napier sort of game every few rounds! This may well be true, since pure calculation pays off most in endings; at any rate, there are certainly some wonderful ones sprinkled throughout the book as well as in their own section at its end. There is simply too much to praise in this work to fit into a short review. Over 2 million games.

Chapter 9 : Troy State vs. DeVry men's basketball game - Wikipedia

In his amazing match game versus Ivanchuk (#17), he leaves himself with backward, doubled pawns and a horrible bishop in a greatly simplified position; but has foreseen, astonishingly, that he will be able to create passed pawns 12 moves later!