A SIMPLE DECISION SUPPORT SYSTEM FOR FREECELL

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FREECELL is a well-known Solitair card game which belongs to the entertainment sector of the computer operating systems Windows 95 and Windows 98 (click on " ? Zubehör ? Spiele ? FreeCell"). FREECELL is a rather difficult game. Although most starting positions are solvable, it is already a good quota when a player solves more than 50 percent of them in first trial. Stefan Schwarz and Andre Grosse, two graduated math students at Jena University, have designed a simple decision support system for playing FREECELL which makes it rather easy to achieve 50+ percent. Their system does not make extended tree searches, but instead evaluates all legal moves in a static way and exhibits them in a linearly ordered list by decreasing values.

In our talk the decision support system of Schwarz and Grosse is presented. We will use FREECELL to exemplarically discuss similarities and differences between decision support systems and data compression systems for the same problem.