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Nota di contenuto	Efficient Control of Selective Simulations -- Game-Tree Search with Adaptation in Stochastic Imperfect-Information Games -- Rediscovering *-Minimax Search -- *-Minimax Performance in Backgammon -- Associating Shallow and Selective Global Tree Search with Monte Carlo for 9 x 9 Go -- Learning to Estimate Potential Territory in the Game of Go -- An Improved Safety Solver for Computer Go -- Searching for Compound Goals Using Relevancy Zones in the Game of Go -- Rule-Tolerant Verification Algorithms for Completeness of Chinese-Chess Endgame Databases -- An External-Memory Retrograde Analysis Algorithm -- Generating an Opening Book for Amazons -- Building a World-Champion Arimaa Program -- Blockage Detection in Pawn Endings -- Dao: A Benchmark Game -- Incremental Transpositions -- Kayles on the Way to the Stars -- Searching over Metapositions in Kriegspiel -- The Relative History Heuristic -- Locally Informed Global Search for Sums of Combinatorial Games -- Current Challenges in Multi-player Game Search -- Preventing Look-Ahead Cheating with Active Objects -- Strategic Interactions in the TAC 2003 Supply Chain Tournament.

