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Altri autori (Persone)	KishimotoAkihiro SchaefferJonathan
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Nota di contenuto	Classic Games: FairKalah: Towards Fair Mancala Play -- Improving Search in Go Using Bounded Static Safety -- Chinese Checkers Bitboards for Move Generation and Ranking Using Bitboards. Multi-Player and Multi-Action Games: Solving Chainmail Jousting -- An Algorithm for Multiplayer Games Exploiting Opponents' Interactions with the Player -- Incentivizing Information Gain in Hidden Information Multi-Action Games. Solving Games: QBF Solving using Best First Search -- Oware is Strongly Solved -- Solving Impartial SET using Knowledge and Combinatorial Game Theory. Measuring Games: Which Rules for Mu Torere? -- Measuring Board Game Distance. Decision Making in Games and Puzzles: Improving Computer Play in Skat with Hope Cards -- Batch Monte Carlo Tree Search -- Human and Computer Decision-Making in Chess with Applications to Online Cheat Detection -- Procedural Generation of Rush Hour Levels.
Sommario/riassunto	This book constitutes the refereed proceedings of the International Conference on Computers and Games, CG 2022, held virtually, during November 22–24, 2022. The 15 full papers included in this book were carefully reviewed and selected from 23 submissions. They were organized in topical sections as follows: classic games, multi-player and multi-action games, solving games, measuring games, decision

making in games and puzzles.

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