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	Soggetti	Computer science
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	Nota di contenuto	Chess and its Variants -- Making Superhuman AI More Human in Chess -- Merging Neural Networks with Traditional Evaluations in Crazyhouse -- Stockfish or Leela Chess Zero? A Comparison Against Endgame Tablebases -- Solving Games -- Solving NoGo on Small Rectangular Boards -- Optimal Play of the Great Rolled Ones Game -- Board Games and Card Games -- MCTS with Dynamic Depth Minimax -- Can We Infer Move Sequences in Go from Stone Arrangements? -- Quantifying Feature Importance of Games and Strategies via Shapley Values -- Player Investigation -- The Impact of Wind Simulation on Perceived Realism of Players -- Hades Again and Again: A Study on Frustration Tolerance, Physiology and Player Experience -- Math, Games, and

	Puzzles -- Analysis of a Collatz Game and Other Variants of the 3n+1 Problem -- Implicit QBF Encodings for Positional Games -- The Mathematical Game -- SlitherlinkArt.
Sommario/riassunto	This book constitutes the refereed post proceedings of the 18th International Conference on Advances in Computer Games, ACG 2023, held online, during November 28–30, 2023. The 14 full papers included in this book were carefully reviewed and selected from 29 submissions. They were organized in topical sections as follows: Chess and its Variants, Solving Games, Board Games, Card Games, Player Investigation, Math, Games, and Puzzles.