

1.	Record Nr.	UNICAMPANIAVAN00285081
	Autore	Micks, Robert Henry
	Titolo	Farmacologia e terapia : l'essenziale per il medico pratico / R. H. Micks ; traduzione sulla 7. ed. inglese a cura del prof. Ettore Guidetti
	Pubbl/distr/stampa	Torino, : UTET, 1958
	Titolo uniforme	The essentials of materia medica pharmacology and therapeutics
	Descrizione fisica	XX, 542 p. ; 25 cm
	Soggetti	Farmacologia
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910956814703321
	Autore	Berlekamp Elwyn R
	Titolo	Winning ways for your mathematical plays / / Elwyn R. Berlekamp, John H. Conway, Richard K. Guy
	Pubbl/distr/stampa	Natick, Mass., : A.K. Peters, c2001-c2004
	ISBN	1-56881-559-X 0-429-48732-0 1-56881-595-6 0-429-94560-4 0-429-94556-6
	Edizione	[2nd ed.]
	Descrizione fisica	1 online resource (262 pages) : illustrations
	Collana	AK Peters/CRC Recreational Mathematics Series
	Altri autori (Persone)	ConwayJohn Horton GuyRichard K
	Disciplina	793.7/4
	Soggetti	Mathematical recreations
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Vol. 4 published in Wellesley, Mass.
	Nota di bibliografia	Includes bibliographical references and indexes.

Cover -- Half Title -- Title Page -- Copyright Page -- Dedication --
 Table of Contents -- Preface to Second Edition -- Preface -- Change of
 Heart -- 9 If You Can't Beat 'Em, Join 'Em! -- All the King's Horses --
 We Can Join Any Games -- How Remote Is a Horse? -- What If the First
 Horse to Get Stuck Wins? -- A Slightly Slower Join -- Moving Horses
 Impartially -- Cutting Every Cake -- Eatcakes -- When to Put Your
 Money on the Last Horse -- Slow Horses Join the Also-Rans -- Let
 Them Eat Cake -- All the King's Horses on a Quarter-Infinite Board --
 Cutting Your Cakes and Eating Them -- References and Further
 Reading -- 10 Hot Battles Followed by Cold Wars -- Cold Games -
 Numbers Are Still Numbers -- Hot Games - The Battle Is Joined ! --
 Tolls, Timers and Tallies -- Which Is the Best Option? -- Hot Positions
 -- Cold Positions -- Tepid Positions -- A Tepid Game -- Select Boys
 and Girls -- Mrs. Grundy -- How to Play Misère Unions of Partizan
 Games -- Urgent Unions (Shotgun Weddings?) -- Predeciders -
 Overriders and Suiciders -- Falada -- Two More Falada Games --
 Baked Alaska -- A Felicitous Falada Field -- The Rules for Tallies on
 Infinite Tolls -- Time May Be Shorter than You Think! -- 11 Games
 Infinite and Indefinite -- Infinite Enders -- The Infinite Ordinal
 Numbers -- Other Numbers -- Infinite Nim -- The Infinite Sprague-
 Grundy and Smith Theories -- Some Superheavy Atoms -- Fixed, Mixed
 and Free -- Onsides and Offsides, Upsums and Downsums -- Stoppers
 -- on, off and dud -- How Big Is on? -- It's Bigger than All of Them! --
 Sidling Towards a Game -- Sidling Picks Sides -- Stoppers Have Only
 One Side -- 'Tis!-'Tis n!-'Tis!-'Tis n!-... -- Loopy Hackenbush --
 Disentangling Loopy Hackenbush -- Loopily Infinite Hackenbush --
 Sisyphus -- Living with Loops -- Comparing Loopy Games -- The
 Swivel Chair Strategy -- Stoppers Are Nice -- Plumtrees Are Nicer!.
 Taking Care of Plumtrees -- Working With Upsums and Downsums --
 on, off and hot -- A Summary of Some Sum Properties -- The House of
 Cards -- The Degree of Loopiness -- Classes and Varieties -- No
 Highway -- Backsliding Toads-and-Frogs -- Bach's Carousel -- Getting
 on in Checkers -- Proof of the Sidling Theorem -- Answer to Exercise
 One -- tis and tisen -- upon -- Backsliding Toads-and-Frogs -- KOs in
 Go -- References and Further Reading -- 12 Games Eternal - Games
 Entailed -- Fair Shares and Varied Pairs -- How Soon Can You Win? --
 There May Be Open Positions (O-Positions) -- Adders-and-Ladders --
 Just How Loopy Can You Get? -- Corral Automotive Betterment Scheme
 -- Sharing Out Other Kinds of Nut -- Fair Shares and Unequal Partners
 -- Sweets and Nuts, and Maybe a Date? -- The Additional Subtraction
 Games -- Horsefly -- Selective and Subselective Compounds of
 Impartial Games -- Entailing Moves -- Sunny and Loony Positions --
 Calculating with Entailed Values -- Nim with Entailing Moves --
 Goldbach's Nim -- Wyt Queens with Trains -- Adding Tails to Prim and
 Dim -- Complimenting Moves -- On-the-Rails -- De Bono's L-Games
 -- Proving the Outcome Rules for Loopy Positions -- Fair Shares and
 Unequal Partners -- Were Your Ways Winning Enough? -- Did You Move
 First in Horsefly? -- References and Further Reading -- 13 Survival in
 the Lost World -- Misère Nim -- Reversible Moves -- The Endgame
 Proviso -- The Awful Truth -- What's Left of the Old Rules? -- As Easy
 as Two and Two? -- The Misère Form of Grundy's Game -- Animals and
 Their Genus -- What Can We With the Genus? -- Firm, Fickle and Tame
 -- Which Animals are Tame... -- ... and Which are Restive? -- Some
 Tame Animals in the Good Child's Zoo -- Misère Wyt Queens -- Jelly
 Beans and Lemon Drops -- Stalking Adders and Taking Squares -- "But
 What if They're Wild?" Asks the Bad Child -- Misère Kayles.
 The Noah's Ark Theorem -- The Half-Tame Theorem -- Guiles --
 Dividing Rulers -- Dawson, Officers, Grundy -- All Subtraction Games

Reduce to Nim -- Prim and Dim -- Proof of the Noah's Ark Theorem --
Misère Octal Games -- Notes -- Stop Press: Even More Games are
Tameable! -- Glossary -- Index.

Sommario/riassunto

In the quarter of a century since three mathematicians and game theorists collaborated to create Winning Ways for Your Mathematical Plays, the book has become the definitive work on the subject of mathematical games.
