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Nota di contenuto	Computer Analysis of Chess Champions -- Automated Chess Tutor -- A New Heuristic Search Algorithm for Capturing Problems in Go -- An Open Boundary Safety-of-Territory Solver for the Game of Go -- Monte-Carlo Proof-Number Search for Computer Go -- Virtual Global Search: Application to 9×9 Go -- Efficient Selectivity and Backup Operators in Monte-Carlo Tree Search -- Combinatorics of Go -- Abstracting Knowledge from Annotated Chinese-Chess Game Records -- Automatic Strategy Verification for Hex -- Feature Construction for

Reinforcement Learning in Hearts -- A Skat Player Based on Monte-Carlo Simulation -- A Retrograde Approximation Algorithm for One-Player Can't Stop -- Improving Depth-First PN-Search: 1?+?? Trick -- Search Versus Knowledge Revisited Again -- Counting the Number of Three-Player Partizan Cold Games -- LUMINES Strategies -- Computing Proper Equilibria of Zero-Sum Games -- Comparative Study of Approximate Strategies for Playing Sum Games Based on Subgame Types -- On the Symbolic Computation of the Hardest Configurations of the RUSH HOUR Game -- Cheat-Proof Serverless Network Games -- Monte-Carlo Methods in Pool Strategy Game Trees -- Optimization of a Billiard Player – Tactical Play -- Gender and Cultural Differences (If Any!): South African School Children and Computer Games.