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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Search and Strategies -- Relevance Cuts: Localizing the Search -- Multi-cut Pruning in Alpha-Beta Search -- A Solution to the GHI Problem for Best-First Search -- Optimal Play against Best Defence: Complexity and Heuristics -- A Speculative Strategy -- An Adversarial Planning Approach to Go -- Learning and Pattern Acquisition -- First Results from Using Temporal Difference Learning in Shogi -- From Simple Features to Sophisticated Evaluation Functions -- A Two-Step Model of Pattern Acquisition: Application to Tsume-Go -- A Neural Network Program of Tsume-Go -- Distributed Decision Making in Checkers -- Theory -- Game Tree Algorithms and Solution Trees -- A New Heap Game -- Infinite Cyclic Impartial Games -- On the Complexity of Tsume-Go -- Extended Thermography for Multiple Kos in Go -- Go, Tsume-Shogi, and Heian-Shogi -- Computer Go: A Research Agenda -- Estimating the Possible Omission Number for Groups in Go by the Number of n-th Dame -- Relations between Skill and the Use of Terms -- A Survey of Tsume-Shogi Programs Using Variable-Depth Search -- Retrograde Analysis of the KGK Endgame in Shogi: Its Implications for Ancient Heian Shogi.

