# Table of Contents

## Part 1: Evaluation and Learning

- Distinguishing Gamblers from Investors at the Blackjack Table .......... 1  
  *David Wolfe*

- *MOUSE(μ): A Self-teaching Algorithm that Achieved Master-Strength at Othello* .......................................................... 11  
  *Konstantinos Tournavitis*

- Investigation of an Adaptive Cribbage Player .......................... 29  
  *Graham Kendall and Stephen Shaw*

- Learning a Game Strategy Using Pattern-Weights and Self-play ........ 42  
  *Ari Shapiro, Gil Fuchs, and Robert Levinson*

## Part 2: Search

- *PDS-PN: A New Proof-Number Search Algorithm* ...................... 61  
  *Mark H.M. Winands, Jos W.H.M. Uiterwijk, and Jaap van den Herik*

- *A Generalized Threats Search Algorithm* .............................. 75  
  *Tristan Cazenave*

- Proof-Set Search .......................................................... 88  
  *Martin Müller*

- *A Comparison of Algorithms for Multi-player Games* ................... 108  
  *Nathan Sturtevant*

- *Selective Search in an Amazons Program* ............................ 123  
  *Henry Avetisyan and Richard J. Lorentz*

- *Playing Games with Multiple Choice Systems* .......................... 142  
  *Ingo Althöfer and Raymond Georg Snatzke*

- *The Neural MoveMap Heuristic in Chess* ............................... 154  
  *Levente Koétes, Jos W.H.M. Uiterwijk, Eric Postma, and Jaap van den Herik*

- *Board Maps and Hill-Climbing for Opening and Middle Game Play in Shogi* ........................................ 171  
  *Reijer Grimbergen and Jeff Rollason*
Part 3: Combinatorial Games/Theory

Solitaire Clobber .......................................................... 188
  Erik D. Demaine, Martin L. Demaine, and Rudolf Fleischer

Complexity of Error-Correcting Codes Derived
from Combinatorial Games ........................................ 201
  Aviezri S. Fraenkel and Ofer Rahat

Analysis of Composite Corridors .................................. 213
  Teigo Nakamura and Elwyn Berlekamp

Part 4: Opening/Endgame Databases

New Winning and Losing Positions for 7×7 Hex ............... 230
  Jing Yang, Simon Liao, and Miroslaw Pawlak

Position-Value Representation in Opening Books .............. 249
  Thomas R. Lincke

Indefinite Sequence of Moves in Chinese Chess Endgames .... 264
  Haw-ren Fang, Tsan-sheng Hsu, and Shun-chin Hsu

Part 5: Commercial Games

ORTS: A Hack-Free RTS Game Environment .................. 280
  Michael Buro

Causal Normalization: A Methodology for Coherent Story Logic Design in Computer Role-Playing Games ..................... 292
  Craig A. Lindley and Mirjam Eladhari

A Structure for Modern Computer Narratives .................. 308
  Clark Verbrugge

Part 6: Single-Agent Search/Planning

Tackling Post’s Correspondence Problem ..................... 326
  Ling Zhao

Perimeter Search Performance ..................................... 345
  Carlos Linares López and Andreas Junghanns

Using Abstraction for Planning in Sokoban .................... 360
  Adi Botea, Martin Müller, and Jonathan Schaeffer
Part 7: Computer Go

A Small Go Board Study of Metric and Dimensional Evaluation Functions ........................................ 376
Bruno Bouzy

Local Move Prediction in Go ........................................ 393
Erik van der Werf, Jos W.H.M. Uiterwijk, Eric Postma,
and Jaap van den Herik

Evaluating Kos in a Neutral Threat Environment: Preliminary Results ........ 413
William L. Spight

Author Index ................................................................. 429

Game Index ................................................................. 431