

Shogi For Beginners

Is Nine-Men Morris, in the hands of perfect players, a win for white or for black - or a draw? Can king, rook, and knight always defeat king and two knights in chess? What can Go players learn from economists? What are nimburs, tinies, switches and minies? This book deals with combinatorial games, that is, games not involving chance or hidden information. Their study is at once old and young: though some games, such as chess, have been analyzed for centuries, the first full analysis of a nontrivial combinatorial game (Nim) only appeared in 1902. The first part of this book will be accessible to anyone, regardless of background; it contains introductory expositions, reports of unusual tournaments, and a fascinating article by John H. Conway on the possibly everlasting contest between an angel and a devil. For those who want to delve more deeply, the book also contains combinatorial studies of chess and Go; reports on computer advances such as the solution of Nine-Men Morris and Pentominoes; and theoretical approaches to such problems as games with many players. If you have read and enjoyed Martin Gardner, or if you like to learn and analyze new games, this book is for you.

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Basic Introduction to the Game of Chinese Chess

With a Foreword by Hiroshi Azuma.

Games of No Chance

Shogi (Japanese Chess)

Japanese Chess

Chess Fundamentals

Chinese Chess

AlphaZero's Groundbreaking Chess Strategies and the Promise of AI

Master the game of Japanese Chess—or shogi with this easy to follow shogi guide. The game of shogi is a chess-like game of strategy long played in Japan. This book is the ultimate strategy guide on shogi for beginners and experienced players alike. The step-by-step instructions an easy to follow diagrams lead the reader through the strategies and intricacies of one of Japan's most popular war games. The book includes explanations of: The shogi board The moves of the different pieces The effective use of the various pieces in game situations The use of "paratroopers" (pieces captured from an opponent) Defenses against attacks The relative value of each of the pieces A sample game and commentary various possible openings and their results How to read a Japanese score The books author, Trevor Leggett, head of Japanese-language broadcasts for the BBC, is an expert guide, holding a rank of fourth dan in shogi making him the ideal teacher for a Western audience.

This is a well-established training manual which encourages the average player to understand how a grandmaster thinks, and even more important, how he works. Kotov tackles fundamental issues such as knowing how and when to analyze, the tree of analysis, a selection of candidate moves and the factors of success.

A complete and fascinating exposition of the game of Shogi (Japanese chess). Includes rules, strategy, problems and sample games.

*Chess is 99% tactics. If this celebrated observation is true for the master, how much more so for beginners and casual players! If you want to win more games, nothing works better than training combinations. There are two types of books on tactics, those that introduce the concepts followed by some examples, and workbooks that contain numerous exercises. Chess masters and trainers Franco Masetti and Roberto Messa have done both: they explain the basic tactical ideas AND provide an enormous amount of exercises for each different theme. Masetti and Messa have created a great first tactics book. It teaches you how to:
` identify weak spots in the position of your opponent
` recognize patterns of combinations
` visualize tricks. 1001 Chess Exercises for Beginners can also be used as a course text book, because only the most didactically productive exercises have been used.*

The National Game of Japan

Board and Table Games from Many Civilizations

The Original 1913 Edition

Games, Computers and Artificial Intelligence

Reinforcement Learning, second edition

1001 Chess Exercises for Beginners

"An essential book for anyone interested in gameplay." —Games magazine
If rules are made to be broken, then dust off those old games lying dormant in your closet, because your game playing just got a lot more exciting! New Rules for Classic Games, by games expert R. Wayne Schmitzberger, is a complete guide to hundreds of new twists and variations guaranteed to expand and enliven your game repertoire. How about: Wraparound Scrabble: Worlds can run off an edge of the board and be continued on the other side. Another variation allows words to be spelled backwards! Extinction Chess: Think of every type of piece as a species; your goal is to prevent extinction of any of these species. Trivial Tic-Tac-Toe: An entertaining and challenging cross between Trivial Pursuit and tic-tac-toe. Auction Monopoly: Every property, no matter who lands on it, is sold to the highest bidder. You'll find these and other exciting new challenges for card and dice games, chess, checkers, party games, and popular board games such as Monopoly, Scrabble, Risk, Parcheesi, Boggle, Othello, and Trivial Pursuit. And to make sure your game playing never gets stale, New Rules for Classic Games gives you rules for little-known games that can be played with equipment you already have and tips for doing your own rule writing!

This book constitutes the strictly refereed post-proceedings of the First International Conference on Computer and Games, CG'98, held in Tsukuba, Japan in November 1998. The 21 revised full papers presented were carefully selected after two rounds of reviewing from a total of 35 submissions. The book addresses all aspects of computers and games, including game playing programs, mathematical games learning algorithms, social and cognitive aspects, and game theory. The papers are organized in topical sections on search and strategies, learning and pattern acquisition theory, and Go, Tsume-Shogi, and Heian-Shogi.

Larry Kaufman can safely be called an exceptional chess grandmaster Larry Kaufman started out as a prodigy, however not in chess but as a whizz kid in science and math. He excels at shogi (Japanese chess) and Go, and is also a world-famous computer programmer and a highly successful option trader. Remarkably, as a chess player he only peaked at the weirdly late age of fifty. Yet his victories in the chess arena are considerable. Over a career span of nearly sixty years Kaufman won the state championships of Massachusetts, Maryland, Florida, Virginia, D.C. and Pennsylvania. He was an American Open Champion and won the U.S. Senior Championship as well as the World Senior Championship. ‘Never a great chess player’ himself (his words), he met or played chess greats such as Bobby Fischer, Bent Larsen, Walter Browne, Boris Spassky, Viktor Kortschnoi and many others. He worked as a second to legendary grandmaster Roman Dzindzichashvili, and coached three talented youngsters to become International Master, one of them his son Raymond. This engrossing memoir is rife with stories and anecdotes about dozens of famous and not-so-famous chess players. In one of the most remarkable chapters Larry Kaufman reveals that the American woman chess player that inspired Walter Tevis to create the Beth Harmon character of Netflix’s The Queen’s Gambit fame, is his former girlfriend. You will learn about neural networks, material values and how being a chess master helps when trading options. And find lots of memorable but little-known annotated games.

AlphaZero, the self-learning artificial intelligence system created by DeepMind, had been fed nothing but the rules of the Royal Game when it beat the world’s strongest chess engine. The games that were published created a sensation: how was it possible to play in such a brilliant and risky style and not lose a single game against an opponent of superhuman strength? Matthew Sadler and Natasha Regan investigated more than two thousand previously unpublished games by AlphaZero. They also had unparalleled access to its developers and were offered a unique look ‘under the bonnet’. Sadler and Regan reveal AlphaZero’s thinking process and tell the story of its creation. Game Changer also presents a collection of lucidly explained chess games of astonishing quality. Both professionals and club players will improve their game by studying AlphaZero’s stunning discoveries in every field that matters:

opening preparation, piece mobility, initiative, attacking techniques, long-term sacrifices and much more. Game Changer offers intriguing insights into the opportunities and horizons of Artificial Intelligence. With a foreword by former World Chess Champion Garry Kasparov and an introduction by DeepMind CEO Demis Hassabis.

Chess (Western), Shogi (Japanese), Shiang Chi (Chinese Chess), Go (wei Chi) : Rules and Strategy for Beginners

The Game of Shogi

Think Like a Grandmaster

An Introduction

Shogi for Beginners

The Manga Guide to Microprocessors

Known as Wei Ch'i in China, where it originated 4,000 years ago, the territorial board game of Go is enjoyed today by millions of people the world over. Its rules are simple, but it bears endless possibilities for complex strategic maneuvers--in fact, it's reputed to be beyond the capacity of computers! Manuals for Go are hard to come by; this introduction initiates newcomers and also helps experienced players to hone their skills. "Go is for everyone," notes the author. "Judgment and experience are at least as important in Go as mental agility, and young and old are equally represented at even the highest and most strenuous levels of the game." This easy-to-follow guide assures players of a fresh appreciation for an ancient game. 124 diagrams.

Artur Yusupov's complete course of chess training stretches to nine volumes, guiding the reader towards a higher chess understanding using carefully selected positions and advice. To make sure that this new knowledge sticks, it is then tested by a selection of puzzles. The course is structured in three series with three levels. The Fundamentals level is the easiest one, Beyond the Basics is more challenging, and Mastery is quite difficult, even for stronger players. The various topics - Tactics, Strategy, Positional Play, Endgames, Calculating Variations, and Openings - are spread evenly across the nine volumes, giving readers the chance to improve every area as they work through the books. This book is the first volume at the Fundamentals level. The Build Up Your Chess series won the prestigious Boleslavsky Medal from FIDE (the World Chess Federation) as the best instructional chess books in the world.

Intended for beginners, this book offers suggestions on equipment and techniques for creating different textures, and gives tips on how to actually see what is being painted.

With more than 400 illustrations, and detailed maps, this immense and deeply researched account of the history of chess covers not only the Persian and Arab game familiar to most Westerners for the past 500 years, but also variants going back 1500 years that are still being played in some parts of the world. The evolution of strategic board games, especially in India, China and Japan, is discussed in detail. The many more recent chess variants (board sizes, new pieces, 3-D etc.) are fully covered. Instructions for play are provided, with historical context, for every form of the game. Includes information about chess history, chess variants, fairy chess, shogi, shatranj, and xiangqi. “The definitive work for those who want to learn how not only the modern game of chess has evolved, but its many variants which date back 1500 years and are still played in various parts of the world”—IM John Donaldson (JeremySilman.com)“Impressive account of the history of chess.... Certainly one of the most interesting reads on the history of chess!”—Chessbook Reviews“A thoroughly researched work that not only introduces a wide variety of chess variants, but will act as a wonderful and unique reference to the field of chess and game history”—Mind’s Eye Press

Basic Watercolor Techniques

Game of Go

Chips Challenging Champions

Its Development and Variations through Centuries and Civilizations

First International Conference, CG'98 Tsukuba, Japan, November 11-12, 1998 Proceedings

Ayumi is a world-class shogi (Japanese chess) player who can't be beaten—that is, until she loses to a powerful computer called the Shooting Star. Ayumi vows to find out everything she can about her new nemesis. Lucky for her, Yuu Kano, the genius programmer behind the Shooting Star, is all about the inner workings of the microprocessor—the “brain” inside all computers, phones, and gadgets. Follow along with Ayumi in The Manga Guide to Microprocessors and you'll learn about: -How the CPU processes information and makes decision -How computers perform store information -logic gates and how they're used in integrated circuits -the Key components of modern computers, including registers, GPUs, and RAM -Assembly language and how it differs from high-level programming languages Whether you're a computer science student or a fan of power of microprocessors, you'll find what you need to know in The Manga Guide to Microprocessors.

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An epic work that took more than a decade to complete, A History of Chess, originally published in 1913, is a historic undertaking that shattered preconceptions about the game upon publication. Over a century later, Murray's research and conclusions, in which he argues that chess was widely accepted by most chess historians. Undertaking such a pioneering task, the scope of which has never been attempted before or since, Murray taught himself to read Arabic in order to decipher historical manuscripts on the game and its beginnings. His study unravels the game from its Asiatic beginnings, through the role chess played in Europe during the Middle Ages, and up until the nineteenth century with the arrival of modern chess as we know it. A History of Chess includes transcribed diagrams of important games, as well as some of the more famous games such as the Lewis chessmen. No single work on the game of chess has become close to touching Murray's in breadth or significance.

Learn the ancient and fascinating game of Chinese Chess with this expert guide. Chinese chess, or "elephant chess," has intrigued the powerful and the quizzical for centuries. Although its rules are similar to the well-known Western game, subtle and fascinating variations must be understood the strategies it requires. A great way to learn Chinese Chess, this book is simple enough for Chess beginners but contains a wealth of information and tips that experienced players will find useful as well. In Chinese Chess, author H.T. Lau explains the game's fundamental basics with dozens of insightful diagrams. With the aid of 170 diagrams, Chinese Chess walks players through the board, the movement and values of the pieces, basic rules for capturing and defeating an opponent, techniques and game winning tactics. Once he's covered the basics, tactics, methods for escaping difficult positions, and cunning strategies for winning. This book includes eighty mid- and end-game exercises designed to sharpen playing skills and strategy, and concludes with two appendices devoted to the elegantly constructed games found in the East.

The Plum-Blossom Meter, two classic seventeenth-century works on Chinese chess.

Tsume Shogi: 1-Move Checkmate 111 Problems

Tsume Puzzles for Japanese Chess

Habu's Words

Korean Games with Notes on the Corresponding Games of China and Japan

The Complete Chess Workout

Game Changer

Improve your chess game the fast and easy way You never get a second chance to make a first impression?especially in the game of chess! Chess Openings For Dummies gives you tips and techniques for analyzing openings and strategies for winning chess games from the very first move you make! This friendly, helpful guide provides you with easy-to-follow and step-by-step instructions on the top opening chess strategies and gives you the tools you need to develop your own line of attack from the very start. Includes illustrations to help ensure victory Equip's you with the tools and strategies to plan a winning strategy Also serves as a valuable resource for curriculums that use chess as a learning tool Whether you're a veteran or novice chess player, Chess Openings For Dummies is the ultimate guide to getting a grip on the openings and variants that will ensure you have all the right moves to open and win any chess game.

Centuries before sudoku, crossword puzzles, or word searches challenged Western minds, Japanese military and royalty were creating and enjoying tsume puzzles. Tsume puzzles are mating puzzles for shogi (Japanese chess.) Shogi's history dates back 1000 years with archeological evidence that shogi existed in Japan at least by the 11th century. Some of the greatest know tsume puzzle books date back several centuries. Tsume puzzles have a long and honored tradition. Tsume are widely recognized to improve shogi skills. Tsume are also fun puzzles that anyone can enjoy. Whether your interest is in improving your shogi game, or just solving puzzles, this book provides many hours of entertaining shogi riddles. In this book you will find:
* A complete introduction with rules of tsume puzzles and shogi rules that apply
* Over 200 tsume puzzles of varying difficulty
* Puzzles ranging from one move to thirteen moves
* Solutions
* Explanatory notes to many solutions
* A quick reference section for those new to tsume and shogi

In this book, tactics expert Richard Palliser presents the reader with an enormous 1500 chess puzzles, all checked for accuracy by the latest computer engines. There is something for players of all levels here: many basic tactics ? forks, pins, skewers and checkmates ? to appeal to beginners and improvers, and a considerable number of brain-teasers that will tax even the strongest of players.

This is the fourth and final volume of the series Graded Go Problems for Beginners and is aimed at players 10-kyu or stronger. The problems here are more difficult than the ones in Volume Three and, if your are able to solve problems of the same difficulty during your own games, your strength would be close to 1-kyu. The answers to many of these problems are a bit terse, but we are assuming that many of the elementary tactics covered in the first three volumes have been mastered by the reader. One reason for the brevity of the answers is to encourage the readers to think out all of the other possible variations and to assure themselves that the solutions presented do lead to the desired result. The reader should attempt to 'refute' the correct answer until he knows beyond a doubt that the correct answer does in fact work. By pondering each problem in this way, the reader will develop an instinct for finding the winning move in his games.

Go for Beginners

The Tactics Workbook that Explains the Basic Concepts, Too

Japanese Chess Or Shogi Book of Board Game Strategy

Computers and Games

Chess Board Options

New Rules for Classic Games

The goal of the shogi game is to capture the opponent's kings. For this objective, I will recommend you solve Tsume Shogi. By solving it, you will acquire the following skills. Understand how to make good use of each piece. Be able to find a simple checkmate during a game. Be able to attack while paying attention to the opponent's defense. Tsume Shogi is a puzzle that helps you learn the various ways to capture a king. It is useful for both beginners and advanced players. In this book, I provide 111 problems of 1-move Tsume Shogi for beginners. I hope this training will help you do well in the endgame!

One of the earliest dreams of the fledgling field of artificial intelligence (AI) was to build computer programs that could play games as well as or better than the best human players. Despite early optimism in the field, the challenge proved to be surprisingly difficult. However, the 1990s saw amazing progress. Computers are now better than humans in checkers, Othello and Scrabble; and are at least as good as the best humans in backgammon and chess; and are rapidly improving at hex, go, poker, and shogi. This book documents the progress made in computers playing games and puzzles. The book is the definitive source for material of high-performance game-playing programs.

Mastering the Game of Go: A Beginner's Guide to Discovering Winning Patterns & Learning HOW to Play GO Playing GO can be one of the most interesting hobbies you can get! But what if it could single-handedly be one of the best LIFE INVESTMENTS you can make in 2021? I'll let you know why in a second... But first, let me ask you... Would you like to easily dominate every game of GO... Or, to learn the opening tactics giving you an upper hand... And even the insider strategies that park 'hustlers' use to beat you... Then this book will help you massively improve your GO skills in a matter of days! You will learn to develop 6th like sense of how to play GO and it will feel like second nature. That would include learning all the basics of capturing territory and pieces. Handling dead stones, and mastering opening & endgame.

Perceptive coverage of all 210 games from the legendary tournament, which featured Smyslov, Keres, Reshevsky, Petrosian, and 11 others, including the author. Suitable for players at all levels. Algebraic notation. 352 diagrams.

4 Great Games

Zurich International Chess Tournament, 1953

Invitation to Go

Joseki at a Glance

An Introduction to China's Ancient Game of Strategy

Build Up Your Chess 1

Shogi for BeginnersIshl Press

Learn and master the fascinating game of Japanese Chess or "Shogi" with this expert guide and Chess set. Japanese Chess: The Game of Shogi is the ultimate strategy guidebook for players of any skill level to improve their game and winning strategies. Played by millions around the world, Shogi is the only version in which an opponent's captured piece can be dropped back onto the board as one's own. This makes for extremely exciting, dynamic gameplay in which momentum can quickly shift back and forth between players. Trevor Legett, expert player and author, provides all the information you need to play the game, from its basic rules to winning tactics. Also included in this book are: Sample game and commentary Discussion of various opening strategies and game positions Explanation of how to read a Japanese score Fold-out Shogi board Sturdy paper cover Everything you need to get started playing this challenging and fun game!

Passing from China, where it was developed over 3,000 years ago, to Japan, where it today commands a vast and enthusiastic following, Go is probably the oldest intellectual game in the world. Similar to chess, it leaves nothing to chance, requiring great strategy and careful calculation. In Go, you surround your opponent's pieces with your own, block enemies from lines of communication and win a series of battles. To penetrate this complicated, challenging game requires a great guide—and this is it. Unsurpassable in its clarity and comprehensiveness, The Game of Go has been the classic guide to the game since its inception.

This encyclopedic volume provides the rules and methods of play for more than 180 different games: Ma-jong, Hazard, Wei-ch'i (Go), Backgammon, Pachisi, and many others. Over 300 photographs and line drawings.

A Memoir of Players, Games and Engines

Shogi Japan's Game of Strategy

Introduction to Shogi Mating Riddles

Chess Openings For Dummies

A World of Chess

Theory, Practice, and Research from Japan

Changing Humanities and Smart Application of Digital Technologies is a collection of research articles relevant to digital humanities (the use of technology to advance our understanding of the humanities). A key aim of this volume is to demonstrate the potential of using computer technology to creating new humanistic knowledge-based systems through innovative applications. Readers will learn about applications in digital humanities through 11 chapters which explore a variety of computer applications in education and social research. Topics covered in the volume range from the role of internet in understanding, to the more technical domains of GIS and mobile device applications in studying religion, literature, geography, history and games. This volume is a useful reference for scholars and graduate students involved in humanities and social science research, as it provides readers with creative insights into digital technology applications to build on their research goals.

Domination in 2,545 Endgame Studies was originally published in the Soviet Union. It is a collection of endgames, mostly composed by a wide variety of Soviet composers, based on a common theme, that a normally weaker piece is able to trap a stronger piece.

Changing Humanities and Smart Application of Digital Technologies

A History of Chess

Chinese Chess for Beginners

The Fundamentals

Domination in 2,545 Endgame Studies

A Step-By-Step Guide to Learning the Game of Go