A Gamut of Games

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DOI: https://doi.org/10.1609/aimag.v22i3.1570

Abstract

In 1950, Claude Shannon published his seminal work on how to program a computer to play chess. Since then, developing game-playing programs that can compete with (and even exceed) the abilities of the human world champions has been a long-sought-after goal of the AI research community. In Shannon's time, it would have seemed unlikely that only a scant 50 years would be needed to develop programs that play world-class backgammon, checkers, chess, Othello, and Scrabble. These remarkable achievements are the result of a better understanding of the problems being solved, major algorithmic insights, and tremendous advances in hardware technology. Computer games research is one of the important success stories of AI. This article reviews the past successes, current projects, and future research directions for AI using computer games as a research test bed.
A Gamut of Games is an innovative book of games written by Sid Sackson and first published in 1969. It contains rules for a large number of paper and pencil, card, and board games. Many of the games in the book had never before been published. It is considered by many to be an essential text for anyone interested in abstract strategy games, and a number of the rules were later expanded into full-fledged published board games.