

Vol. 3, no. 1**2017***Editorial*

Talking About Other People's Games..... C. Browne 3

Nikoli Logic Puzzles

Herugolf..... Y. Anpuku 5

Article

Semantic Hashing for Video Games..... A. Isaksen, C. Holmgård and J. Togelius 10

Maths in Games

Limping Boards for Games..... C. Browne 17

*Case Study*The Complex $3 \times 3 \times 3$ C. Hoff 25*Short Note*

From Mathematical Proof to Puzzle..... N. Romeral Andrés 39

Maths in Games

CliqueR: A Graph Theory Game..... D. Ashlock and A. McEachern 42

Game Design Patterns

Reinvent the Wheel..... C. Browne 51

Article

Games for Three Players..... J. Neto and W. Taylor 63

From the Archive

Some Random Thoughts On Chance and Skill..... D. Parlett 74

The front cover shows a nested Gadeiro design by Néstor Romeral Andrés. See pages 39–41 for details.
