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This book constitutes the thoroughly refereed post-proceedings of the Third International Conference on Computers and Games, CG 2002, held in Edmonton, Alberta, Canada in July 2002. The 27 revised full papers presented were carefully selected during two rounds of reviewing and improvement. The papers are organized in topical sections on evaluation and learning, search, combinatorial games and theory opening and endgame databases, single-agent search and planning, and computer Go.

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