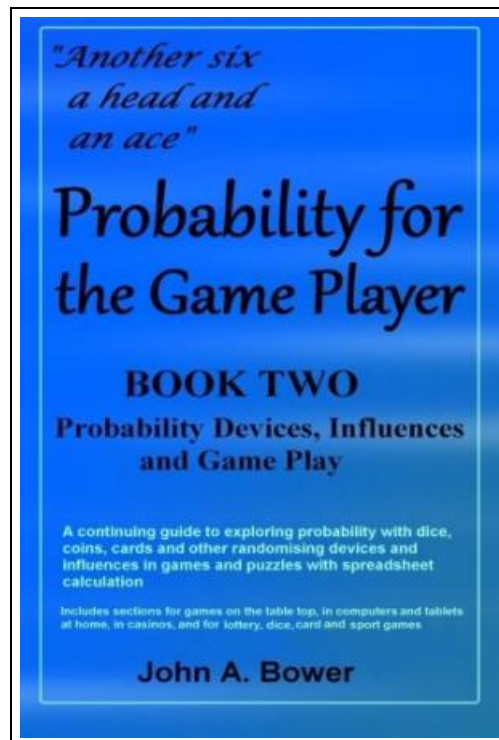


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Createspace, United States, 2015. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.This is a book for those interested in probability for study or who play games, look at sport statistics or develop games and wonder about the probability aspects. Some knowledge of arithmetic and maths at upper school level is useful but not essential. In this volume (Book Two: Probability Devices, influences and Game Play), the foundation material of Book One (Probability Basics) is applied in further exploration of games. Puzzles and games with coins, dice, cards, lotteries and some sport games are included. Sections deal with probability aspects of games, then move on to the randomizing devices, each of which has a chapter on game application. These cover table top games (including board games), casino games and some reference to video counterparts on computers, consoles and tablets. There is extensive use of spreadsheet functions and some simulation (with Excel(r) (2010) for Windows (r), no macros). Highlights: avoids detailed math wherever possible Suitable for readers interested in probability in general or for study, who want an introduction to probability within game, gaming and general probability puzzle aspects Provides Excel(r) spreadsheet formulae and function implementation Includes examples from common games with dice, card games, casino games, lottery, bingo and sport games.



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