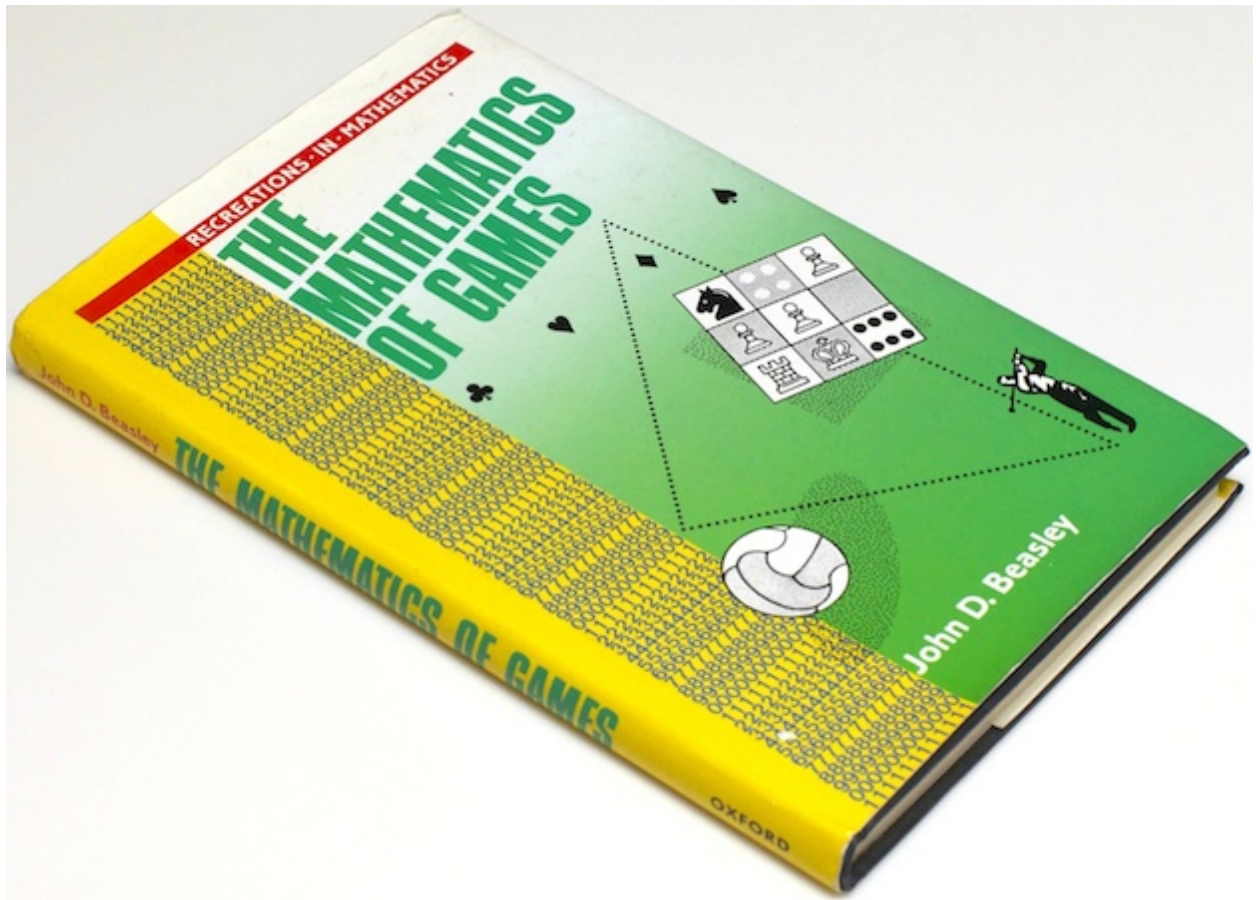


The Mathematics Of Games



by John D. Beasley

(Copyright Oxford University Press, 1989,
8.75 inches by 5.7 inches, hard cover with jacket, 169 pages)

Presents a fun range of topics in game theory, including material on *Rubik's Cube*.

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