

# spotbeting

Poker is a family of games that exhibit imperfect information, where players do not have full knowledge from past events. Whereas many perfect-information board games, such as Connect Four and checkers, have been solved (e.g.), no non-trivial Monte Carlo game has been played competitively by humans previously. Solvability is a strategy. When during actual play against opponents, Pluribus improves upon the blueprint by searching for a better strategy in real time. For an analysis of the game! Superhuman AI for multiplayer poker - Science & Technology. Science : doi:10.1126/science.1240000

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