



**Probability for the Game Player (Book One:
Probability Basics): A beginner's guide to
exploring probability with dice, coins, cards and
other game puzzles and problems (Volume 1)**

Mr John A Bower

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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 One: Probability Basics), the nature of probability and how it is calculated is explored in a simple and understandable way. The concept of events and sample spaces along with counting methods bring the reader to probability distributions and simulation. Each section is illustrated by examples with randomising devices of common games and random influences in sport type games. These are worked out for all stages and spreadsheet formulae and functions make light work of difficult problems. Simulation methods (with Excel® (2010) for Windows®, no macros) allow the reader to more easily solve math-intensive game problems, play roulette, roll different sized dice, enact sport streaks and deal a deck of cards and count the outcomes. Book One lays the basis for more detailed chapters on probability with randomizing devices and within specific games and sports (Book Two). Highlights:

- A gentle introduction to how probability illuminates topics that are complex in some texts and 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 spreadsheet formulae and function implementation
- Includes examples from common games with dice, card games, casino games, lottery, bingo and sport games
- Simulation with Excel

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