



**Lloyd Shapley,
Game Theory
&
Kriegspiel**

An SVYM Initiative



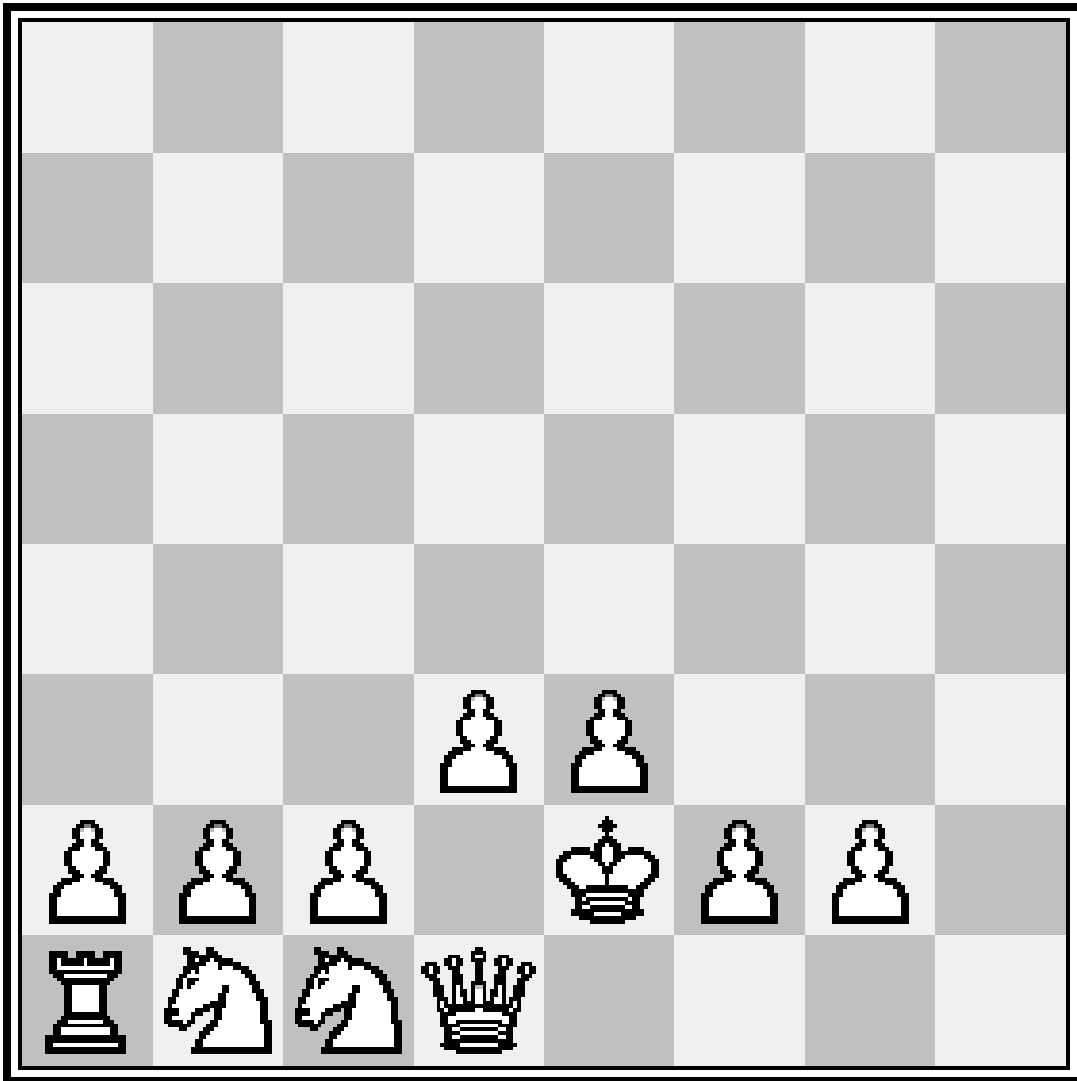
June 2, 1923 – birthday of **Lloyd Shapley**, American mathematician and Nobel-prize winning economist.

He contributed to the fields of mathematical economics and especially game theory.



Game theory is mainly used in economics, political science, and psychology, as well as logic, computer science, biology and poker.

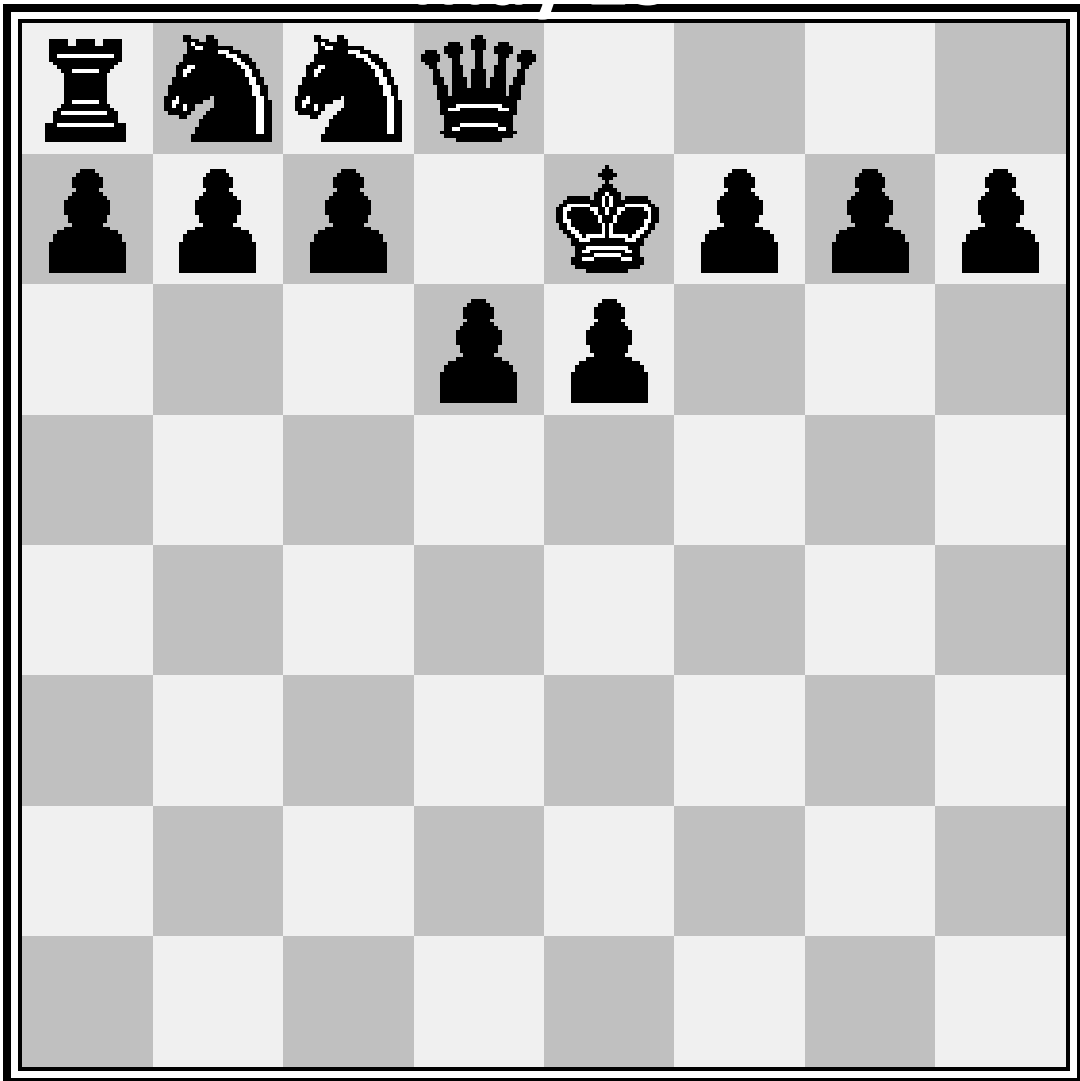
It is an umbrella term for the science of logical decision making in humans, animals, and computers.



Kriegspiel game in progress
(as seen by the white player)

Shapley was an expert Kriegspiel player.

Kriegspiel (*German for war game*) is a chess variant invented by Henry Michael Temple in 1899. In this game each player can see their own pieces, but not those of their opponent.



Kriegspiel game in progress

(as seen by the black player)

Since the position of the opponent's pieces is unknown, Kriegspiel is not a game with perfect information. It is sometimes referred to as blind chess.

Chess Kriegspiel is derived from a war game which was used in 19th century Germany to train military officers.



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