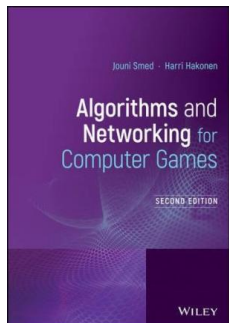


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# ALGORITHMS AND NETWORKING FOR COMPUTER GAMES (HARDBACK)



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- Authored by Jouni Smed, Harri Hakonen
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