

Game	Looped	Max_Turns	Tie-Sf	Tie-St	WinN-Sf	WinN-St	WinI-Sf	WinI-St	No_Result	Endless	t_wins	str_wins	t_win_pct	str_w_pct	Tie_pct	win_pval	starter_pval	win_fair	starter_fair	Column1	Total Games	Max Moves	Force End	No Endless	All Players	Column2	Special Test	Bad Outcome	Fewer Bad	p-val Issue	Notes	Filter
Achocodi	0	0	3056	3284	23784	23091	23160	23625	0	46785	47409	49.95%	50.62%	6.34%	0.768696803	0.000154434	TRUE	FALSE		100,000					FALSE	FALSE	FALSE	FALSE				
Adi	0	0	1293	0	0	95351	103863	104007	95486	1293	732	199493	190837	50.03%	47.88%	0.00%	0.658595077	2.891E-160	TRUE	FALSE		400,000					FALSE	FALSE	FALSE	FALSE		
Adi_Koi_I	0	0	1698	23147	25934	23213	1699	413	49220	46360	50.04%	48.45%	4.98%	0.658595077	1.2385E-24	TRUE	FALSE		100,000					FALSE	FALSE	FALSE	FALSE					
Adi_Koi_II	732	0	2659	2483	2246	2246	2436	2246	732	0	47159	45217	50.04%	49.73%	0.00%	0.658595077	1.2385E-24	TRUE	FALSE		100,000					FALSE	FALSE	FALSE	FALSE			
Adi_Koi_III	3	3322	502	610	36297	33337	30465	36384	3322	37495	37765	50.07%	49.32%	0.75%	0.603127996	8.6154E-09	TRUE	FALSE	guitter config changed to make fair	160,000					FALSE	FALSE	FALSE	FALSE				
Adi-heto	0	0	3283	2388	49537	47937	48190	48775	0	0	96855	97312	50.12%	50.31%	3.29%	0.274101064	0.006585488	TRUE	FALSE		200,000					FALSE	FALSE	TRUE	FALSE			
Alemanula	2	0	1077	1032	24333	24258	24589	24439	2	0	49208	48772	50.09%	49.82%	2.11%	0.593304615	0.27016323	TRUE	FALSE		100,000					FALSE	FALSE	FALSE	FALSE			
Ali_Gull_Mane	0	0	1659	1566	24841	23644	23500	24790	0	92	48290	49631	49.90%	51.28%	3.23%	0.530767933	1.30045E-15	TRUE	FALSE		100,000					TRUE	FALSE	FALSE	FALSE			
Al-mangala	2566	0	222	230	49540	49178	48912	49332	2568	0	98244	98782	49.88%	50.20%	0.23%	0.285020212	0.078062699	TRUE	TRUE		200,000					FALSE	FALSE	TRUE	FALSE			
Andada	0	0	1	2	24875	25022	25124	24976	0	2	50100	49851	50.10%	49.85%	0.00%	0.520904053	0.350787882	TRUE	TRUE		100,000					FALSE	FALSE	FALSE	FALSE			
Andot	1425	124	666	660	24380	24388	24152	24208	1549	0	48360	48588	49.79%	50.03%	1.33%	0.193758624	0.87010048	TRUE	TRUE		100,000					FALSE	FALSE	FALSE	FALSE			
Anywoli	0	24	8996	9069	21030	19910	19962	21009	24	0	40971	42038	50.02%	48.32%	18.07%	0.91745433	3.68648E-14	TRUE	FALSE		100,000	20K				TRUE	TRUE	FALSE	FALSE			
Ayo	0	0	1180	1190	23939	24918	24881	23892	0	0	48773	47831	49.96%	48.99%	2.37%	0.788050786	3.00643E-10	TRUE	FALSE		100,000	20K				TRUE	FALSE	FALSE	FALSE			
Ayayo	0	0	2748	2811	24750	22354	24768	24768	0	518	47272	48139	50.35%	50.35%	0.575000015	4.19599E-52	TRUE	TRUE		100,000					FALSE	FALSE	TRUE	TRUE				
Adojo	0	10725	0	2408	2408	22368	22368	10725	0	44386	44809	49.73%	49.73%	0.00%	0.420395599	0.000154434	TRUE	TRUE	changed board size to 14, bugs in ender & setup, 20K moves still isn't enough to finish most games	100,000	20K				TRUE	TRUE	TRUE	TRUE				
Ba-awa	0	298	0	0	25629	24172	24209	26902	119	457	49901	51211	50.05%	51.47%	0.00%	0.751471048	1.26858E-20	TRUE	TRUE		100,000					FALSE	FALSE	FALSE	FALSE			
Bakuk	2389	0	6480	6356	46859	45660	45490	46768	2389	0	92256	93625	50.67%	52.6%	0.5040547093	0.852372E-09	TRUE	TRUE		200,000					FALSE	FALSE	TRUE	TRUE				
Bao	283	2	10	12	21497	28299	28352	21555	285	22938	49907	43052	50.06%	49.82%	4.18%	0.027053463	0.452966403	0	TRUE		100,000					FALSE	bug found and fixed (fill order must be dep. on loser)	TRUE	TRUE			
Bay_Khom	9	0	2644	2604	27507	19980	19845	27411	9	2	47256	54918	49.88%	52.9%	5.25%	0.452966403	0.798062699	0	TRUE		100,000					FALSE	FALSE	TRUE	TRUE			
Bechi	0	6243	0	0	47901	49074	49000	47782	4346	0	96782	95683	49.95%	49.38%	0.00%	0.661053864	5.57606E-08	TRUE	TRUE		200,000					FALSE	FALSE	TRUE	TRUE			
Bohnenspiel	560	0	4060	4150	23092	22618	22561	22959	0	45520	46051	49.90%	50.48%	8.21%	0.529316705	0.003889271	TRUE	FALSE		100,000					FALSE	FALSE	TRUE	TRUE				
Boola	0	0	2	1	50507	49513	49491	50486	0	3	99977	10093	49.99%	50.50%	0.00%	0.923400135	8.68461E-06	TRUE	FALSE		200,000					FALSE	FALSE	TRUE	TRUE			
Bosk	0	0	1352	1364	104944	94153	93704	10483	0	47187	40894	50.02%	52.71%	0.68%	0.148801308	1.1563E-26	TRUE	FALSE		100,000					end	400,000						
Bute_Perga	942	1136	1072	19353	1585	5640	19642	47575	199	25282	38994	50.35%	77.65%	2.21%	0.121509867	0	TRUE	TRUE	note added about ways to capture last 4/8 seeds	100,000	20K				TRUE	TRUE	TRUE	TRUE				
Centering	0	0	2074	2065	46853	51241	51040	46503	0	97000	98450	50.03%	50.03%	0.00%	0.630000001	0.936305390	TRUE	TRUE		100,000					FALSE	FALSE	TRUE	TRUE				
Cox	0	0	2603	2521	23634	23160	23673	23819	0	0	47493	47453	50.13%	50.09%	0.50270282	0.580720282	TRUE	TRUE		100,000					FALSE	FALSE	TRUE	TRUE				
CrossCapt	0	0	2567	2665	24473	23078	22960	24287	0	0	47317	46720	49.82%	51.42%	5.23%	0.277927288	2.23638E-18	TRUE	TRUE		100,000					FALSE	FALSE	TRUE	TRUE			
CrossCapt_Eight	0	0	756	751	24794	24499	24460	24750	0	0	49210	49534	49.96%	50.29%	1.51%	0.5196076574	0.066926478	TRUE	TRUE		100,000					FALSE	FALSE	TRUE	TRUE			
CrossCapt_Nine	0	0	1973	1921	24																											