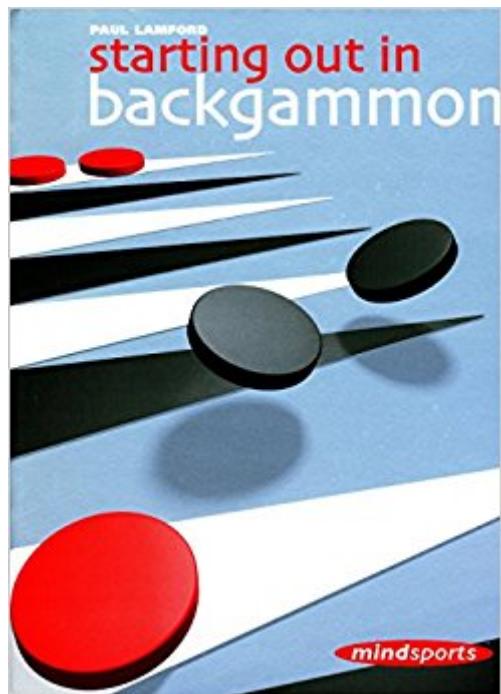


The book was found

Starting Out In Backgammon



Synopsis

Backgammon is the ultimate race game and has been enjoyed around the world for over five thousand years. Although the play is highly skilful, the fact that the moves rely on the fall of the dice introduces a large element of luck. In the long run the better player will always win, but the beauty of the game is that even a novice can win the odd game against a world champion. In this user-friendly introduction to the game, ex-British champion Paul Lamford provides newcomers to the game with a thorough grounding in the essentials of play.* Learn Backgammon from scratch or brush up on the basics* Numerous hints and tips make the important advice easy to remember.* An ideal first Backgammon book for players of all ages

Book Information

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Customer Reviews

Backgammon is the ultimate race game and has been enjoyed around the world for over five thousand years. Although the play is highly skilful, the fact that the moves rely on the fall of the dice introduces a large element of luck. In the long run the better player will always win, but the beauty of the game is that even a novice can win the odd game against a world champion. In this user-friendly introduction to the game, ex-British champion Paul Lamford provides newcomers to the game with a thorough grounding in the essentials of play. (6 3/4 x 9 1/2, 128 pages, diagrams)

Paul Lamford was the 1993 British Backgammon champion and is currently rated number one in the UK. He is the author of 100 Backgammon Puzzles and is a frequent writer of articles for the leading backgammon magazine, Inside Backgammon.

This thin book is packed with useful information. Neural net software has significantly changed the way backgammon is played over the last 15 years, and this book incorporates those lessons in an excellent introduction to the game. Furthermore, this book is the best introduction to the doubling cube that I have encountered. I grew up playing backgammon with my Armenian father. If you are also Armenian, Turkish, or Greek, you may have grown up playing backgammon in your family and already have a strong grasp of checker play but a weak grasp of the doubling cube. Other introductory backgammon books may be too simple for you. They may include one chapter on doubling which explains *how* to use it, but not how to evaluate a position to decide *when* to use it. And if you try to pick up an advanced book (like I did a few years ago before Lamford's book was available), the description of doubling decisions presumes so much prior knowledge as to be virtually unintelligible. This book adequately covers doubling theory at a beginner to intermediate level. Doubling decisions are kept in mind in every chapter of the book, and common reference positions are provided that show exactly when to double and when to take or drop. Finally, the book has great reviews of both neural net backgammon software and of online gaming sites. This alone makes most previous introductory books obsolete.

Great introductory book to the game of backgammon.

Very nice. It does not look or feel cheap, but it does not look or feel like very good quality, either. Overall, it is very good, which is more than good enough for a portable thing like this.

This is a terrible book. It doesn't accomplish what it purports. The back cover says, "Learn backgammon from scratch

I was able to play and understand how to play after reading this!! My wife tried to teach me before but it just did not work!!!

The book has the basics and includes strategies. Good for the beginner with details about advancing your game. Nice buy!

The ideal reader for this book is someone who has already played a lot of backgammon and has a feel for basic checker play, and is now ready to become good. People who don't yet have a feel for

the ebb and flow of the game will be better served by books like Robertie's Backgammon for Winners and Backgammon for Serious Players--those books are built around annotated games. Lamford takes a different approach, packing an exceptional amount of useful information into a slim volume. Lamford tells you things that experts know but that you won't learn from any moderate amount of over-the-board experience. It is a beginner's book in the sense that he tries (reasonably successfully) to distill the information into maxims and rules of thumb that are fairly easy to remember. The book is exceptionally clear, but it says most of the important things exactly once. One often wishes for more examples or a more extended discussion. Whenever you feel this way, you should reread--the information was there, it was just so concise that you didn't get it the first time. Get the book. If you don't understand it, put it aside and pick up Robertie (and play more games). But come back to it when you're ready for it because once you're no longer a raw beginner, it will help you get better faster than any other.

Hey I've read most of the backgammon books. Some are more comprehensive and some are better in certain areas but this book is the BEST book for a beginner. It is not a simple here's how you play book. It introduces a lot of complex ideas for strategy, doubling, math, and counting pips in a compact book. If you are a fairly new player and especially if you are playing for money with friends or at a backgammon club, then you should read this first--that's why it's named "Starting out in backgammon". Then of course move on to the more advanced books. While you are at it, download GNU Backgammon (free) which has a tutor mode. Backgammon is a lot of fun and if you're going to play, you may as well win when you can.

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