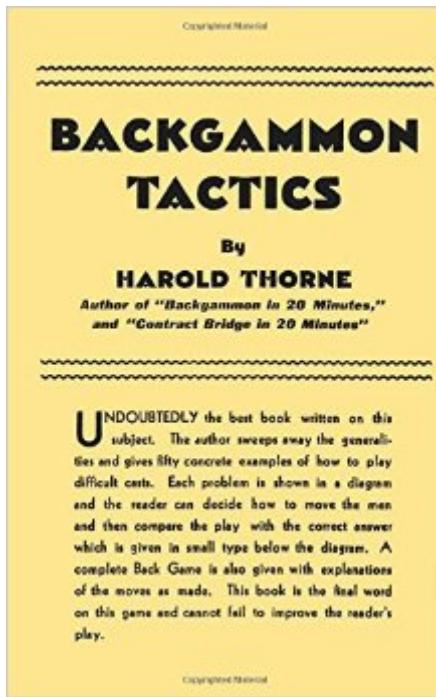


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# Backgammon Tactics



## Synopsis

This is a basic beginner's book on Backgammon. In spite of the claims made on the cover here of being the last word on the subject, this is actually the first word. The author gives 50 problems and their solutions. There are explanations of the reasons why the solutions are correct. This book is a good two to three hour read. I wish I had this book when I was learning backgammon. It would have saved me a lot of time. Do not expect to find any advanced computer analysis here. Ishi Press has brought back this long been out of print book because most of the current books are so advanced that they will discourage anybody thinking of taking up the game. We have checked the solutions to the 50 problems in this book and they are all still correct. I would recommend this book as suitable for a gift to a friend who wants to learn how to play. The friend will be lured into thinking that Backgammon is an easy game. Many players make their living at backgammon. Only a few of the strongest chess players in the United States are able to make their living playing chess. However, there are hundreds and perhaps thousands of backgammon players who are able to earn a good living at this game. In reality, backgammon is one of the few games that has defied computer analysis. Nowadays there are a dozen chess playing programs that can easily defeat the World Champion at chess. However, no program has solved backgammon.

## Book Information

Age Range: 5 and up

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Average Customer Review: 3.0 out of 5 starsÂ  See all reviewsÂ  (1 customer review)

Best Sellers Rank: #5,265,426 in Books (See Top 100 in Books) #91 inÂ  Books > Humor & Entertainment > Puzzles & Games > Board Games > Backgammon #636869 inÂ  Books > Children's Books

## Customer Reviews

This book is less a discussion of backgammon tactics than it is a collection of problem positions. There are fifty problems, three of which are doubling questions, the rest being checker puzzles, with

either black or white given a particular roll to move in a given diagrammed position. Most are absurdly easy. Is it really a "problem" if there is only one obvious answer? But some of them provide food for thought. Certainly the positions differ from what one usually sees in contemporary BG literature. There is also a complete sample back game, unfortunately not illustrated. This is the earliest (1931) book of backgammon problems that I'm aware of, but there could have been previous ones (who knows?). Of historical interest only.

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