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# Backgammon

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Backgammon

How To Play Backgammon Made Easy

A Handbook of Draughts, with a Chapter on Backgammon. New Ed., with Illustrative Diagrams

A Handbook of Draughts, with a Chapter on Backgammon

The Backgammon Chronicles

Backgammon For Serious Players

Backgammon

How to Play Backgammon for Beginners

Backgammon For Winners

Pure Strategy

Backgammon Guide

In which are Contained, the Method of Playing and Betting at Those Games, Upon Equal, Or Advantageous Terms

Comic Backgammon

501 Essential Backgammon Problems

Backgammon

Win at Backgammon

Chess, Checkers, Dominoes and Backgammon

A Complete Beginners To Pro Guide On How To Play Backgammon Like A Pro With Ease (Including Winning Secrets And Tips)

Backgammon in the Wind

How to Play Draughts, Backgammon, Dominoes, and Minor Games in Cards

Backgammon Games and Strategies

52 Great Backgammon Tips

The Complete Guide On How to Play Backgammon Like a Pro (The Game Rules, Winning Strategies and Instruction)

Backgammon for Beginners

Backgammon for Tigers

Backgammon Games and Strategies

The Backgammon Book

Backgammon - The Final Wind

Opening Concepts

Learn Backgammon in 10 Minutes

At Home, Tournament and Online

Backgammon Game: 9 Things You Need to Know About Backgammon

Mr. Hoyle's Games of Whist, Quadrille, Piquet, Chess and Backgammon, Complete

How Good Are You at Backgammon?

From Basics to Badass

Begin Backgammon

How to Play Backgammon

Backgammon (Reprint Edition)

50 Challenging Situations for You to Rate Your Ability with the Experts

Proven Methods and Strategies to Win Backgammon Everytime.

Backgammon

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## BRYANT LOPEZ

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*Backgammon* Lulu Press, Inc  
Diagrams and text demonstrate the basic rules and plays of this popular parlor game as well as introducing advanced moves

### **How To Play Backgammon Made Easy** Read Books Ltd

The Book is full text on the rules and views of the games of chess and backgammon comes from a Pahlavi text, reported to be from the time of Khusro Anushirvan in the 6th CE.

*A Handbook of Draughts, with a Chapter on Backgammon. New Ed., with Illustrative Diagrams* Batsford

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The world's best backgammon player (and two-time champion) provides easy-to-understand advice on the basics of playing and winning at backgammon. Ten fast-reading chapters show the basics of setting up a board, how to move, the opening strategies and replies, middle and end game tactics,

basic probabilities, plus back game and doubling strategy. Two sample games are included with move-by-move insights so players learn the winning concepts of play at all stages of the game. A great first book for beginning and somewhat experienced players.

### **A Handbook of Draughts, with a Chapter on Backgammon** Cardoza

LEARN HOW TO PLAY BACKGAMMON LIKE A PRO Backgammon is the most popular board game for 2 players, origins dating as far back as 3000 BC. It is a game of luck and strategy and popular around the world. Easy to learn and fun to play, it is no wonder why it has withstood the test of time and is played by so many people. The object of the game is to move all your checkers into your own home board and then bear them off. The first player to bear off all of their checkers wins the game. Backgammon is not being played properly unless it is being played for stakes. So the ultimate objective of a Backgammon match is to win more stakes than the opponent which is the main aim of this guide. To learn the rules and winning strategies of this game, Kindly Click on BUY NOW...

### **The Backgammon Chronicles** Viking Press

Backgammon is a board game popular around the world with roots dating as far back as 3000 BC. It is been recognized as one of the oldest board games, and a game of strategy and luck. Backgammon is easy to learn and enjoyable to play, it is no big surprise why it has withstood the test of time and is played by such countless individuals. Backgammon is a game been played by two on a board comprising of 24 narrow triangles called points. The triangles alternate in shading

and are grouped into 4 quadrants of 6 triangles each. The quadrants are alluded to as a player's home board and outer board, and the rival's home board and outer board. The home and outer boards are set apart from one another by a ridge down the focal point of the board called the bar. The game may look complicated at first, but it's really easy once you get the hang of it. GET YOUR COPY NOW to learn everything you need to know about playing Backgammon, such as: Set up the game, The rules of play, The movement of the checkers, Hitting and entering, Doubling cube, How to win and other

*Backgammon For Serious Players*

Cardoza

"Backgammon - From basics to badass" is the cutting edge, modern backgammon book, which teaches you all the basic concepts and principles in the game. It beats the older backgammon theory books by a mile. It starts out softly, but don't let this fool you! The book is full of insights from a true expert. The philosophy is a thorough and well structured learning, which leaves you no gaps in your game comprehension, as well as bringing new theory to the backgammon literature, for instance "the value-equation" and probability tables on jumping primes. It is very easy to read even for beginners. The purpose of the book is to connect the basic theory with the advanced theory. All earlier backgammon books tends to focus on just one of these categories. Since publication in Denmark early 2013, this book is now owned by roughly half of the members of the Danish Backgammon Federation, the worlds largest backgammon federation. When writing this book, Marc was ranked frst in the Danish rating system. In 2014

Marc won his frst "Grand Slam", the prestigious international tournament: Nordic Open in Copenhagen. Reviews: "It's my humble opinion, that this is a must-read for everyone who wants to take his game to another level. The book is highly informative, easy to read and packed with educational positions. I've been privileged to know Marc for many years, and he is currently the best backgammon tutor in the world. Don't waste this formidable chance, buy this book right away!"- Sander Lylloff, the best backgammon player in the world. "Tremendous all-round book which suits backgammon players of all levels. It presents the concepts in a sharp but still educational way. The book has numerous new approaches to the facets of the game, that can be very complex. It appeals to new, as well as more experienced players. I'm positive that everybody can obtain new knowledge and inspiration. Read it!"- Karsten Bredahl, Super Grand Master and double winner of Nordic Open. "Marc has truly succeeded in writing a book, which starts from the bottom and ends on a very high level, without the usual gaps you can encounter. It is a solid book that everybody can benefit from, regardless of experience. The examples and explanations are top notch."- Peter Hallberg, backgammon world champion 2004.

*Backgammon Authors Choice Press* Backgammon for Tigers offers solid practical advice and demonstrates techniques that will develop an early awareness of the tactics and strategies used by strong players. The book covers all aspects of a solid game throughout the beginning, middle and end phases. There are over 50 game positions provided, accompanied by key tables with analyses, and explanations given of

just what was going on in the minds of the players. The reader will end up with a set of straightforward tools and ideas to carry into every game with a growing sense of knowing what they were doing - more or less, or at least sometimes, perhaps... This book will be a valuable aid to any beginner wishing to explore online backgammon. You will play better backgammon after reading this book  
*How to Play Backgammon for Beginners*  
Anova Books

Learn How to Play Backgammon! Did you know backgammon is one of the oldest games ever invented - and it's even older than chess? In this fascinating guide, you'll discover the 5,000-year history of backgammon - and how you can enjoy this popular and compelling game. You'll discover the uniquely geometric backgammon board, how to set up the pieces, and how to make your first moves. As you increase your mastery of this ancient game, you'll learn a vast array of game concepts and winning tactics. You'll discover how to "hit" your opponents' pieces and remove them from the board - forcing your opponent to start these pieces over from the beginning. You'll learn how to "bear-off" your own pieces from the board and prepare for a victory. This book even explains how gamblers use a doubling cube (a new twist U.S. players added to the game in the 1920s) to raise the stakes! Learn the 5 Basic Backgammon Strategies Every Player Should Know:  
The Running Game  
The Holding Game  
The Priming Game  
The Backgammon Blitz  
The Back Game  
You'll even learn additional rules for backgammon variants - and the pro tips you need to take your game to the next level!  
[Backgammon For Winners](#) CreateSpace  
Two-time world champion Bill Robertie reveals move-by-move insights and

powerful concepts used by the world's best players!

#### **Pure Strategy** Lulu.com

The Backgammon Chronicles: A Pro's Adventures on Tour is a lush, two-volume, full-color cornucopia of gambling stories, character sketches, historical essays and tournament drama that takes the reader on an insider's odyssey through backgammon's last whirlwind decade--with its author, one of the game's elite competitors, as guide. Introducing you to the game's stars even as he narrates his clashes with them in a score of exotic venues, Robert Wachtel frames the action against an overview of the events and crises that have defined contemporary backgammon: the advent of the artificial-intelligence programs and their virtual extinction of the game's traditional role as a gambling recreation; the ecstatic birth and untimely death of online play; the burst of investment and enthusiasm brought to the game by the poker boom; and current trends: the outreach of Western backgammon culture back towards the game's birthplace, the Middle East; and the efforts of the federations of the major nations to establish a viable global community. Volume 1 begins in 2008, when the formulas that had fueled a worldwide poker boom were being tested in Europe and the Middle East on the internationally more popular and beloved game of backgammon. The scene was intoxicating: games for every stake, from pennies to thousands of dollars, were available 24/7 online, with live tournaments held year-round in lavish resorts, their prize pools fortified by great dollops of money added by casinos, hotels, and assorted gambling platforms. Entrepreneurs--their eyes starry with visions of the sort of high-stakes tours, galas, books, films and TV

series that had reaped easy profits for media and gaming concerns in promoting poker--were taking meetings and arranging financing. The author is both a peer and a friend of backgammon's best and brightest. The reader will meet those brilliant, quirky characters up close in these pages as Robert faces off against them in tournament play and engages them in a special entertainment of his own device, dubbed by ex-world #1 Mike Natanzon (trade name: Falafel) "The Chronicles." Chronicles are histories; and so these volumes are aptly named, for they are indeed episodes of the author's backgammon adventures. But the title has a double meaning: the books are chronicles in Falafel's sense as well, for the special entertainment mentioned above figures prominently in many of their tales. At a major tournament the author would gather together as many top players as possible and ask them to solve backgammon dilemmas he'd encountered over the board--and often gotten wrong. The format always aroused the experts' competitive instincts, provoking them to argue, bluster, and challenge one another as they backed their opinions with hefty side bets. A lover of the game could hardly hope for a more exciting experience than watching these sparks fly. This volume is a travelog as well, for the tournament trail the players followed was well worth photographing: Stockholm; Prague; Copenhagen; Paris; Velden (Austria); Montreux (Switzerland); Oulu (Finland); Oslo; Majorca; North Cyprus; and finally as the volume ends, to a freezing outdoor tournament at an altitude of almost 3000 meters in the French Alps amidst the peaks overlooking the ski village of Meribel

*Backgammon Guide* BRILL

Always wanted to play backgammon but haven't much time to learn? This handy little eBook will show you how in just 10 minutes Introduces how to arrange the checkers, how to move, scoring and notation, and explains simply and effectively how gameplay works Informative diagrams and quirky illustrations help the information stick The classic board game backgammon has been called 'the perfect combination of skill and luck'. It may look complicated on first glance, but this absorbing, fun game really couldn't be simpler. This helpful, portable eBook gives you all the information you need to go off and play your first game. In clear, easy-to-follow text, backed up with helpful board diagrams and illustrations, the author shows you around the board, explains how to set up your checkers, the basics of running, blocking and hitting, and an impressive array of handy tips and hints to help you win the game. It also covers how backgammon notation works, how to score and the best places to play backgammon online. Armed with the information in this book, you'll become an expert backgammon player - in super- quick time!

**In which are Contained, the Method of Playing and Betting at Those Games, Upon Equal, Or Advantageous Terms** Backgammon For Dummies

Provides game directions and moves, probability analyses, international tournament laws, and stories concerning past and present backgammon players Comic Backgammon Teach Yourself This book is designed to improve your Backgammon skills by using proverbs made up by myself. They represent the basic concepts in backgammon and play a major role in the book. You solve problems by applying suitable proverbs,

then you will find the essence of the positions. In chapter 1 & 2, Beginner level, announcing 12 basic proverbs, which I really hope you will memorize. In chapter 3 & 4, Intermediate level, introducing you to 6 advanced proverbs. Together, these 18 proverbs cover most of the opening phase. In chapter 5, 6 and 7, Advanced level, I confront another 3 important concepts, tough even for advanced players. Appendix, Basics: If you are a new comer, you really should start from this chapter. I explain the basic and important three actions in backgammon. In my opinion, the more you understand Backgammon, the more you will enjoy it. I really hope this book helps you feel better while playing Backgammon, an unbelievably well-crafted game.

[501 Essential Backgammon Problems](#)  
Createspace Independent Publishing Platform

In this ebook, you'll find helpful tips about backgammon history, backgammon online, backgammon for beginners, rules of backgammon and much more. GRAB A COPY TODAY!

**Backgammon** Cardoza Publishing  
How To Play Backgammon Like a Pro  
Backgammon is a fun, strategic game played by two players. Be the first player to remove all your checkers from the board to win this game. Backgammon is easy to learn but takes time to master. Backgammon is a game between two players on a specially constructed board. Each player controls a set of 15 identical pieces - called checkers or chips, which are differentiated from those of his or her opponent by a contrasting color. The set of chips belonging to each player, move around the board in pre-designated, opposing directions (clock-wise vs counter clock-wise), based on the rolls of a pair of dice. This guide is

the road map will take you through the key steps of learning how to play Backgammon and it also review the essential game rules, skills and equipment. Follow the practices and techniques below, they're quite fun and easy in most cases. You need not practice for hours at a time (like my student) to develop a pro-like stroke. GET YOURS NOW ! BY CLICKING BUY NOW [Win at Backgammon Independently Published](#)

"Backgammon - Pure Strategy" goes deeper into understanding the theory of the game, than any other book before it. This is not a beginners book. This is the book to take your game from intermediate or advanced, into the expert or world class level. The book explains how the backgammon AI algorithms (artificial intelligence) work, and how we as humans can get inspired from them. With this inspiration, the book presents a very strong framework of understanding the dynamics and strategy of the game: a human neural net philosophy. But instead of using brute force calculation power as a computer does, we use pattern recognition and conceptual thinking. The second part of the book consists of 129 quiz positions, where the ideas and principles of the first part are put to practice. The reader is encouraged to make an effort to find the best move and understand what's going on in the position. Each position has an in-depth analysis, when you turn the page.

**Chess, Checkers, Dominoes and Backgammon** CRB Publishing

Backgammon is experiencing a revival, rapidly becoming one of the most popular table games in the world [Internet included]. But it's not just a game; it is an obsession. In some countries of southern Europe and the

Middle East, it is a way of life. A typical game of backgammon lasts 6-8 minutes if it is *Gioul*, and double that if it is *Plakoto* or *Moultezim*. These are the fastest, most absorbing minutes in a player's lifetime. The game moves in lightning speed and requires total concentration. The mixture of chance and skill are perfectly balanced in *Gioul* and *Plakoto*, the other games leaning heavier on skill. There is hardly a moment of boredom when you play Backgammon. Even when the game seems hopelessly lost, there is still a finite probability of a turnaround. The suspense is always there, the tension is never ending. What more would you want for an evening of relaxation? This book is written to fill a void—the almost total absence of information on backgammon games, other than basic *Gioul*—usually called backgammon in the West. The authors find it incredible that *Gioul*, *Plakoto* and *Moultezim* still remain a well-kept secret among backgammon connoisseurs. *Gioul* is the most fun-filled game played on the board—very dice throw a surprise. *Plakoto* is without doubt the king of Backgammon games. *Moultezim* is a serious game for the purist, the consummate space strategist. Players who are unaware of these games are not really fulfilled. This book, illustrated with more than 300 diagrams, illustrations and exercises, aims to change all that, and turn all casual players into full-fledged backgammon experts. Dr. N. S. Tzannes, a Professor of Electrical Engineering, has authored several books and many scientific papers in his field of Communications. Dr. B. Tzannes, Professor of Mathematics at the University of Patras, Greece, has authored many scientific papers in his field of Topology. The two brothers, well-known Backgammon theoreticians, are

also the co-authors of the book *How Good Are you at Backgammon?* (Simon and Schuster, 1974).

**A Complete Beginners To Pro Guide On How To Play Backgammon Like A Pro With Ease (Including Winning Secrets And Tips)** Lulu.com

Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

Backgammon in the Wind Cardoza Publishing

Another in the bestselling '52 Great...Tips' series, this time on the perennially popular backgammon, which is having a resurgence with players online, in clubs up and down the country and at home. Two of the world's leading backgammon players provide not only the basic rules of the game but their tips on how to play to win. From various set positions on the board, the authors give their insight into what to do next. These accessible tips will sharpen up your play in no time.

**How to Play Draughts, Backgammon, Dominoes, and Minor Games in Cards** Elliot Right Way Books

If you already play backgammon, don't you sometimes wonder how good you really are? Well, this book is your chance to really find out. The 50 situations presented here, cover most of the aspects of the game, from initial moves to bearing off strategies. Each problem is graded on the basis of 5 points for the optimum play and some partial credit for sub-optimum but adequate ones, if such exist. If you rack up a score of 225-250, you rank right up there with the experts you should think seriously of

competing in Backgammon Tournaments. If you score 200-224, you are not an expert yet, but you are rapidly approaching this point. A score of 135-199 indicates that you are a good, sound player, probably the best in your neighborhood. If you score less than 135 points, there is no need for despair. Study this book carefully. It can serve as a case studies tool for improving your

game. Besides, the problems presented are not only mind-taxing, they are also entertaining. And the justifications for the optimum play are clearly explained, often culminating in various useful rules of thumb (the closer-closest rule, the rule of even, etc.) for difficult, but commonly occurring situations. Good luck!

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