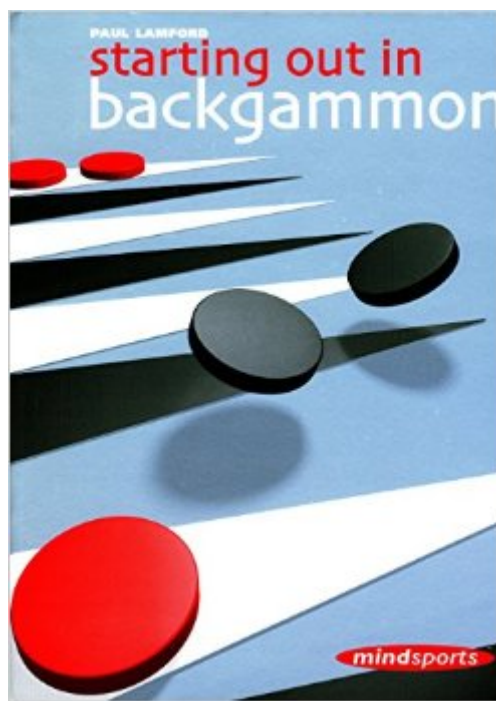


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Starting Out In Backgammon



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

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.

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.

This is a must for beginners at backgammon. Paul's writing style is clear and easy to read, making the most complicated concepts manageable. Each chapter is peppered with warnings and tips, highlighting the most important points. The exercises at the end of each section ensure that you

have understood and remembered what you have learnt. My copy is well worn, but my game has changed beyond recognition and I keep going back to it.

I am a professional player, and I think that this book is simply the best one available for players who are seriously interested into the game from beginners to advanced players. It is not useful for someone who just wants to know about the rules in order to play occasionally. It contains a lot of important concepts and - compared to many other beginners books - contains nearly no errors. and - its rather inexpensive! Highly recommended

This book is a must for any beginner at backgammon. Paul's writing style is clear and easy to read, making the most complicated concepts manageable. Each chapter is peppered with warnings and tips highlighting the most important points. The exercises at the end of each section help to make sure you understand and remember what you have learnt. My copy is well worn, but I keep going back to it.

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