

---

# Read Online Backgammon

---

Thank you entirely much for downloading **Backgammon**. Most likely you have knowledge that, people have look numerous time for their favorite books like this Backgammon, but stop going on in harmful downloads.

Rather than enjoying a good PDF later a cup of coffee in the afternoon, otherwise they juggled next some harmful virus inside their computer. **Backgammon** is within reach in our digital library an online right of entry to it is set as public consequently you can download it instantly. Our digital library saves in multiple countries, allowing you to get the most less latency period to download any of our books past this one. Merely said, the Backgammon is universally compatible later any devices to read.

---

## **KEY=BACKGAMMON - LAILA DESIREE**

---

---

### **BACKGAMMON FOR DUMMIES**

---

*John Wiley & Sons A comprehensive and fun guide to Backgammon! Backgammon is one of the oldest games in the world, the origins of which date back some 5000 years - and it's still going strong. It enjoyed a huge resurgence in the 1970s, and then again in the 1990s with the popularity of the Internet, where millions of people play tournaments online every day. Today, backgammon's following in the UK is huge, with a dedicated British Isles Backgammon Association, and hundreds of face-to-face tournaments taking place across the UK every year. In this book, backgammon expert Chris Bray walks you through the basics of setting up a board, opening strategies, middle and end-game tactics, and tips on when to make key moves. You'll also get to grips with basic probabilities, the doubling cube and the 25% rule. And if you want to take your gaming further, there's plenty of advice to get you started in tournament backgammon, as well as playing online. Suitable for both beginners and experienced player looking for more tips and techniques, Backgammon For Dummies includes coverage on: Starting and Playing the Game Handling the Middle Game Bearing Off (The Last Lap) Varying the Play About the author*

---

### **BACKGAMMON GAME: 9 THINGS YOU NEED TO KNOW ABOUT BACKGAMMON**

---

*Lulu Press, Inc 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 BOOT CAMP**

---

Fortuitous Press Originally a series of articles that appeared online at GammonVillage.com. Every aspect of the game is covered, from the most fundamental to the most advanced.

---

## **BACKGAMMON**

---



---

### **FROM BASICS TO BADASS**

---

CreateSpace "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 FOR WINNERS**

---

Cardoza Publishing table { }.font5 { color: black; font-size: 8pt; font-weight: 700; font-style: normal; text-decoration: none; font-

*family: Tahoma,sans-serif; }.font6 { color: black; font-size: 8pt; font-weight: 700; font-style: normal; text-decoration: none; font-family: Tahoma,sans-serif; }td { padding: 0px; color: windowtext; font-size: 10pt; font-weight: 400; font-style: normal; text-decoration: none; font-family: Arial,sans-serif; vertical-align: bottom; border: medium none; white-space: nowrap; }.xl66 { font-size: 12pt; font-family: "Times New Roman"; }.xl67 { font-size: 12pt; font-family: "Times New Roman"; vertical-align: middle; }* 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.

---

## **BACKGAMMON TO WIN**

---

*Backgammon is the ultimate board game - an action-packed race to the finish with an addictive mix of luck and skill. It is easy to pick up the basics, but this is a game that continually surprises - there's always something new to learn, and the Internet has opened up a whole new world of gaming opportunities. In Backgammon to Win Chris Bray, backgammon columnist for The Independent, reveals tips and tricks needed to help you play the game like a professional, whether you want to make serious money in online tournaments or just play for fun with friends. The 2018 edition has new diagrams, a new font and has corrected some errors in the previous two versions. A couple of chapters have been updated to reflect the changes in the game since the last edition in 2012.*

---

## **HOW TO PLAY BACKGAMMON**

---

---

## **A BEGINNER'S GUIDE TO LEARNING THE GAME, RULES, BOARD, PIECES, AND STRATEGY TO WIN AT BACKGAMMON**

---

CRB Publishing *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!*

---

## **OPENING CONCEPTS**

---

*Createspace Independent Publishing Platform 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.*

---

## **BACKGAMMON**

---

### **PURE STRATEGY**

---

*Createspace Independent Publishing Platform "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.*

---

## **BACKGAMMON - THE FINAL WIND**

---

[Lulu.com](https://www.lulu.com)

---

## **BACKGAMMON IN THE WIND**

---

[Lulu.com](#) *This is the final (at least for now!) book in the Wind series of backgammon books. The book is an anthology of the final three years of Chris's columns from The Independent newspaper in the United Kingdom plus some other material produced for the United Kingdom Backgammon Federation.*

---

## **BACKGAMMON FOR SERIOUS PLAYERS**

---

Cardoza Publishing

---

## **BACKGAMMON FOR TIGERS**

---

[BookRix](#) *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*

---

## **ON THE EXPLANATION OF CHESS AND BACKGAMMON**

---

---

## **ABAR WIZĀRIŠN Ī ČATRANG UD NIHIŠN NĒW-ARDAXŠĪR**

---

[BRILL](#) *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**

---

---

## **BACKGAMMON GAMES AND STRATEGIES**

---

[Authors Choice Press](#) *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 it?or 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 it—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 it—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 HANDBOOK OF DRAUGHTS, WITH A CHAPTER ON BACKGAMMON. NEW ED., WITH ILLUSTRATIVE DIAGRAMS**

---

### **GREATEST PLAYERS TO EVER PLAY BACKGAMMON: TOP 100**

---

*A&V Are you looking for a journey that will take you through this amazing obok, along with funny comments and a word puzzle? Then this book is for you. Whether you are looking at this book for curiosity, choices, options, or just for fun; this book fits any criteria. Writing this book did not happen quickly. It is thorough look at accuracy and foundation before the book was even started. This book was created to inform, entertain and maybe even test your knowledge. By the time you finish reading this book you will want to share it with others.*

---

### **BACKGAMMON: ITS HISTORY AND PRACTICE**

---

### **HOW GOOD ARE YOU AT BACKGAMMON?**

---

### **50 CHALLENGING SITUATIONS FOR YOU TO RATE YOUR ABILITY WITH THE EXPERTS**

---

*Universe 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!

---

## **CHESS, CHECKERS, DOMINOES AND BACKGAMMON**

---

Read Books Ltd 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**

---

---

## **HOW TO PLAY DRAUGHTS, BACKGAMMON, DOMINOES, AND MINOR GAMES IN CARDS**

---

---

## **WIN AT BACKGAMMON**

---

Courier Dover Publications Diagrams and text demonstrate the basic rules and plays of this popular parlor game as well as introducing advanced moves

---

## **501 ESSENTIAL BACKGAMMON PROBLEMS**

---

Caroza This comprehensive backgammon supercharges intermediate players with powerful concepts used by professional money players and champions! Readers learn everything from the general principles underlying expert play to advanced concepts like back play, holding games and one man back. Advanced strategic chapters cover connectivity, priming games, containment games, breaking anchor, action doubles, late game blitzes, post-blitz turnaround, ace point games, the concepts of profitable doubles and much more in the 31 hard-hitting chapters. With the help of hundreds of game-action diagrams 501 Essential Problems transform

readers into thinking, aggressive pro-level players. A must-buy for every serious backgammon player!

---

## **HOW TO PLAY CHESS, BILLIARDS, BAGATELLE, WHIST, LOO, CRIBBAGE, DRAUGHTS, BACKGAMMON, DOMINOES AND MINOR GAMES AT CARDS**

---

### **BACKGAMMON GAMES AND STRATEGIES**

---

*Backgammon is experiencing a revival, rapidly becoming one of the most popular table games in the world internet included. Backgammon is 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 6-8minutes if it is "Hit" or 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 lightening speed and requires total concentration. The mixture of chance and skill are perfectly balanced in "Hit" 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 "Hit" 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 every 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.*

---

### **BACKGAMMON**

---

#### **BACKGAMMON FOR SERIOUS PLAYERS**

---

*Cardoza* Two-time world champion Bill Robertie reveals move-by-move insights and powerful concepts used by the world's best players!

---

#### **BEGIN BACKGAMMON**

---

*Elliot Right Way Books* This is a basic book for the beginner interested in this timeless game which can be played either as a pleasant family pastime or a competitive gambling game. Rules of play, elementary tactics and overall strategy are covered - including dice

*probabilities and gambling aspects such as the use of the doubling cube.*

---

## **52 GREAT BACKGAMMON TIPS**

---

---

### **AT HOME, TOURNAMENT AND ONLINE**

---

*Anova Books 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.*

---

### **COMIC BACKGAMMON**

---

---

### **BACKGAMMON**

---

*Teach Yourself This book explains the basics of backgammon concisely and clearly, and then goes on to discuss tactics and aggressive and defensive styles of play.*

---

### **BACKGAMMON FOR COMPLETE BEGINNERS**

---

---

### **THE CONCISE STEP BY STEP GUIDE ON HOW TO PLAY BACKGAMMON FOR BEGINNERS INCLUDING LEARNING RULES, STRATEGIES AND INSTRUCTIONS OF BACKGAMMON**

---

*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. The object of Backgammon is to move your checkers around the board by rolling dice. The number rolled equals the number of points a checker can move. First, move all your checkers to your home board. Second, move all your checkers off the board. The game begins with each player rolling one die. The player with the higher number rolled gets to use both dice for the first move. Each dice is moved separately and can be moved forward to any point that is not blocked. When your opponent has two or more checkers on a point, that point is blocked. If the point has your own checkers, no checkers, or only one opponent checker, the point is open. When both dice are rolled with the same number, the player will move double. For example, if double threes are rolled, the player will move three points four times. When a player moves a checker onto a point that only has one opponent checker, the opponent's checker is placed on the middle bar. Any checker on the middle bar has to*

be returned into play before making any other moves. A checker returns to the board on your farthest point. (i.e., the 24th point). Get your copy today by scrolling up and clicking Buy Now to get your copy today

---

## **HOW TO PLAY BACKGAMMON MADE EASY**

---

### **A COMPLETE BEGINNERS TO PRO GUIDE ON HOW TO PLAY BACKGAMMON LIKE A PRO WITH EASE (INCLUDING WINNING SECRETS AND TIPS)**

---

*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

---

## **MR. HOYLE'S GAMES OF WHIST, QUADRILLE, PIQUET, CHESS AND BACKGAMMON, COMPLETE**

---

### **IN WHICH ARE CONTAINED, THE METHOD OF PLAYING AND BETTING AT THOSE GAMES, UPON EQUAL, OR ADVANTAGEOUS TERMS**

---

#### **BEGINNING BACKGAMMON**

---

*Three Rivers Press* Five complete tournaments introduce the novice to each level of play as well as the rules and basic principles of the ancient game

---

#### **BACKGAMMON FOR BEGINNERS**

---

### **A STEP BY STEP GUIDE TO LEARN AND MASTER THE BACKGAMMON GAME**

---

*Independently Published* 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 looks 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](#)

---

## **HOW TO PLAY BACKGAMMON FOR BEGINNERS**

---

### **THE COMPLETE GUIDE ON HOW TO PLAY BACKGAMMON LIKE A PRO (THE GAME RULES, WINNING STRATEGIES AND INSTRUCTION)**

---

*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...](#)

---

### **LEARN BACKGAMMON IN 10 MINUTES**

---

Batsford 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!*