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Learn the skills and strategies to play the game of checkers like a champion.

Improve your game with tips from the former Unrestricted World Checker Champion! More than 100 detailed questions and answers discuss basic principles, standard openings and end games, and other maneuvers.

Dominate the checkerboard and astound your opponents with every move! With this gift set that doubles as a handy traveling case, there's no doubt you'll soon become a master. It includes a great guide to the game and a fantastic fold-up magnetic checker board in the official colors of the American Checker Federation. Play Winning Checkers, the authorized manual from American Mensa, shows how to find alternative solutions to problems, break down complex situations, keep control of long-term strategy, and stay on the winning track. As you go move-by-move through entire games, see how to protect your pieces, get kings and use them well, block your challenger, and control the center of the board. Even learn to play computer checkers.

Have you ever purchased a book on games only to find that you have the same old run-of-the-mill rules that you learned as a child? Dominoes Plus is 100+ exciting games, 90% of them original. A professional writer explains to you the complete and detailed set of rules for each game. Similar games are grouped into topical chapters, with 25 illustrations for reference (that you will remember). An appendix provides a user-friendly cross-reference for finding a game to match ages and number of players. The author begins with a history of dominoes, and throughout the book introduces the topic of Dominoforms, which explain typical features and structures of tile games. They are at once both familiar in their general styles of play and concise in their treatment. Breathe new life into those tired old checkers, card, and dice games as you combine them with dominoes in interesting new games—the second half of the book describes many such games. Dominoes Plus is a guidebook as much as a reference. If you don't have someone at hand eager to play, the author offers ideas on how to find a game.

Hone your skills and analytic powers with 101 brilliant checker strategies and come out ahead every time. Divided into beginning, middle, and endgame tactics, each puzzle showcases a different board layout, with a description of what's happening. Put yourself in the player's place to work out what each game-clinching move could be. There's a tip on every page, solutions, American Checker Federation rules, a glossary, and a special fold-out checker board!

Universally popular, checkers is one of the world's oldest and most elegantly structured board games—and on a high level, it can demand real strategic thought. Put your skill to the test with these puzzles—all based on the Standard American game. (Federation rules appear in their entirety.) Each is solvable in no more than six-and-a-half moves, and sometimes, the winner even seems at a serious disadvantage at the start. Quite a few of the solutions list alternative patterns of play.

Champion checkers player William F. Ryan (1907-1954), known as "The Bronx Comet," provides strategies and tips for successful checkers game play in this informative book. Ryan won the American Championship in 1946, the World Championship in 1949, and the world's first blindfold tournament. Checkers is an easy game to learn, but holds its rightful place as one of the oldest and intellectually challenging board games in the world.

A basic book on Checkers aimed at complete beginners and those Z99 a rudimentary knowledge of the game

This is regarded as one of the best books for the average player ever written. This modern textbook pays particular attention to the many problems confronting the average player. Besides an extensive game collection that shows the best restrictive lines for Black and White (thus reducing study to a minimum) it includes a new method for studying the Mid-Game. This is an enlightening discussion of the major midgame formations and the art of transportation. Many model three move games as played by America's foremost masters with many new lines of play. (Three move restriction is played by all the experts and is fully explained.) Many brilliant endgame themes every player should know. 100 selected problems by America's foremost composers. Latest revised rules for match and tourney play. And numerous other features of interest to all grades of players. The authors were two of Americas foremost Checkerists. Both won numerous titles and important games during their brilliant and checkered careers. - They start the reader off "at scratch" and with patience and understanding take him along the road that ultimately leads to the goal of practically every checker player - the expert class.

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