

501 Essential Backgammon Problems Robertie Bill

An explanation of the rules, moves, tactics and psychology of Backgammon.

Players learn the fun and easy way to mate opponents and win chess games. The goal of chess is to checkmate the opponent's king, but to be achieve this, the player must know the basic combinations necessary to win. Easy to read and right to the point, this new retitled edition of Master Checkmate Strategy shows players how to finish opponents with decisive checkmates. Players learn all the essential mates needed to be a winning player including the scholar's mate, mate with two bishops, the corridor mate, the smothered mate, five patterns of diagonal mates, king hunts, and the key strategies needed to set up future mates. Each mating concept is fully explained in easy-to-understand language with examples, game situations, insightful commentary and more than 120 diagrams so readers understand the thinking and game plan behind every move and strategy. Robertie also shows advanced, surprising and unconventional mates, the most effective pieces needed to win, how to work two rooks into an unstoppable attack, wield a queen advantage with deadly intent, and even how to mate opponents with just a single pawn advantage.

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

Part 2: Everything Matters

How to Play No-Limit Hold 'em Cash Games

Harrington on Cash Games

501 Backgammon Problems

Backgammon for Serious Players

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. 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 an

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.

The ideal book for those looking to advance from the basics and build a better understanding of the intricacies of backgammon.

Provides poker strategies for every phase of tournament play, covering the early phase where the stakes are small to later tactics such as bluffing, flops, scare cards, playing shorthanded, loose games, and endgame play.

Memorial of Henry Wolcott, One of the First Settlers of Windsor, Connecticut, and of Some of His Descendants

Beginning Chess Play

Harrington on Online Cash Games

Backgammon Boot Camp

Blondie24

How deep learning—from Google Translate to driverless cars to personal cognitive assistants—is changing our lives and transforming every sector of the economy. The deep learning revolution has brought us driverless cars, the greatly improved Google Translate, fluent conversations with Siri and Alexa, and enormous profits from automated trading on the New York Stock Exchange. Deep learning networks can play poker better than professional poker players and defeat a world champion at Go. In this book, Terry Sejnowski explains how deep learning went from being an arcane academic field to a disruptive technology in the information economy. Sejnowski played an important role in the founding of deep learning, as one of a small group of researchers in the 1980s who challenged the prevailing logic-and-symbol based version of AI. The new version of AI Sejnowski and others developed, which became deep learning, is fueled instead by data. Deep networks learn from data in the same way that babies experience the world, starting with fresh eyes and gradually acquiring the skills needed to navigate novel environments. Learning algorithms extract information from raw data; information can be used to create knowledge; knowledge underlies understanding; understanding leads to wisdom. Someday a driverless car will know the road better than you do and drive with more skill; a deep learning network will diagnose your illness; a personal cognitive assistant will augment your puny human brain. It took nature many millions of years to evolve human intelligence; AI is on a trajectory measured in decades. Sejnowski prepares us for a deep learning future.

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Targeted for beginning and novice players, this step-by-step approach uses more than a hundred actual chess diagrams to bring out the excitement of chess and show you an easy method of learning and playing. You learn the basic principles of opening, middle and end game strategies, development and pawn structure, different ways to checkmate opponents, and the important openings and defenses. You'll also learn how to join a chess club, use a chess clock, get rated, enter tournaments, and use notation to both record your own games and play back others. Two completely annotated games show you how strategic thinking is used in an actual game. More than 100,000 books sold! 168 pages

Improve Your Backgammon

Backgammon

Witcher Easy Mode

Backgammon for Blood

Starting Out in Backgammon

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.

This comprehensive backgammon book challenges the reader with 501 essential problems to transform him into a thinking, aggressive pro-level player. Strategies and situation cover every aspect of the game, from playing positions to doubling maneuvers. Everything is carefully explained and illustrated so that the reader understands all the concepts.

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!

An Introduction

PART 1: Streets, Processions, Fora, Agorai, Macella, Shops. PART 2: Sites, Buildings, Dates

Backgammon: the Cruellest Game

Basic Endgame Strategy: Kings, Pawns, Minor Pieces

120 Previously Published Problems ... Reanalyzed

This book explains how a computer, by replicating the processes of Darwinian evolution, taught itself to play checkers far better than its creators could have programmed it to play. Fogel (editor, IEEE Transactions on Evolutionary Computation) considers the implications for evolutionary computations and artificial intelligence. Diagrams illustrate the evolutionary and computational processes at work, and the course of various games of checkers. Annotation copyrighted by Book News, Inc., Portland, OR.

Newly revised The world's best backgammon player (and two-time world champion) provides easy-to-understand expert 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. The world's best backgammon player shows beginning players how to play and win at this popular game.

A 36 page introduction to role-playing the Witcher TRPG

Public Space in the Late Antique City (2 vols.)

Medieval English Nunneries C. 1275 to 1535

A Guide for Those Who Like to Play but Love to Win

Playing at the Edge of AI

The Deep Learning Revolution

The first years of the poker boom were fueled by the interest in no-limit hold em tournaments. Recently, however, players have been gravitating to another, even more complex form of hold em no-limit cash games. In Harrington on Cash Games: Volume I, Dan Harrington teaches you the key concepts that drive deep-stack cash game play. You ll learn how to tailor your selection of starting hands to your stack size, how to recognize the increasing deception value of supposedly weaker hands as the stack sizes increase, and how to use the concept of pot commitment to your advantage as the size of the pot grows. After laying out the general concepts behind deep-stack cash game play, Harrington shows you a complete strategy for post-flop play, and then teaches you the difference between post-flop play against a single opponent and post-flop play against multiple opponents. If you play no-limit hold em cash games, you need to read this book. Harrington on Cash Games: Volume II continues where Volume I left off. In sections on turn and river play, Harrington explains why these are the most important streets in no-limit hold em, and shows how to decide when to bet or check, when to call or fold, and when to commit all your chips. In later sections, Harrington shows how to play a looser and more aggressive style, how to make the transition from online to live games, and how to extract the maximum profit from very low-stakes games. Volume II concludes with an interview with Bobby Hoff, considered by many the best no-limit cash game player of all times, who shares some of his secrets and insights. Dan Harrington won the gold bracelet and the World Champion title at the \$10,000 buy-in No-Limit Hold em Championship at the 1995 World Series of Poker. And he was the only player to make the final table in 2003 (field of 839) and 2004 (field of 2,576) considered by cognoscenti to be the greatest accomplishment in WSOP history. In Harrington on Cash Games, Harrington and two-time World Backgammon Champion Bill Robertie have written the definitive books on no-limit cash games. These books will teach you what you need to know to be a winner in the cash game world.

An introduction to the game of backgammon, written by a world-champion player.

"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.

Easy Endgame Strategies

How to Win Chess Endgames

Checkmates for Winning Chess Players

Pure Strategy

Harrington on Hold 'em

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

The goal of chess is to checkmate your opponents' king, but to be successful, you must know the basic combinations necessary to accomplish this. Easy-to-read and concise, Robertie's guide makes winning at chess easy. You'll learn all the essential mates, including the scholar's mate, mate with two bishops, the corridor mate, the smothered mate, five patterns of diagonal mates, king hunts, and the key strategies needed to set up future mates. Each concept is fully explained in easy-to-understand language with examples, game situation, insightful commentary, and more than 120 diagrams, so readers understand the thinking and game plan behind every move and stratagem. Robertie also shows advanced, surprising, and unconventional mates, the most effective pieces needed to win, how to work two rooks into an unstoppable attack, wield a queen advantage with deadly intent, and even how to mate opponents with just a single pawn advantage. 176 pages

"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 asbringing 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 Dummies

Classic Backgammon Revisited

How to Play the Opening in Backgammon

6-Max No-Limit Hold 'em

Poker Tournament Formula

This book looks at secular urban space in the Mediterranean city, A.D. 284-650, focusing on places where people from different religious and social group were obliged to mingle. It looks at streets, processions, fora/ agorai, market buildings, and shops.

Players learn how to win in the endgame using any combination of pieces: king and pawn, king and rook, king and queen, and many more, plus how to march pawns into queens. Robertie's sage advice, presented in easy-to-read charts and clear explanations, shows players how to force winning positions into checkmates in the endgame, and even how to turn drawn or lost positions into victories. In the endgame, material has been reduced to the last few pieces and pawns and a skilled endgame player has a big advantage when the game reaches this stage. Robertie shows how to win in the endgame using any combination of pieces—king and pawn, king and rook, king and queen, bishop and knight combinations and many more. With the lessons you'll learn here, you'll be the player setting the traps, and your opponents will be turning over their kings in surrender.

Handbook to help readers master the online poker game which is a somewhat different game from that played in the world of casino games.

Winning Chess Openings

Reinforcement Learning, second edition

Backgammon - The Final Wind

Winning Chess Tactics

501 Essential Backgammon Problems

This popular book has taught tens of thousands of beginning players the key concepts of the opening, the most crucial part of every chess game. Players learn the best opening moves from both Black's and White's perspectives. More than 25 essential openings are shown: King's Gambit, Center Game, Scotch Game, Giucco Piano, Vienna Game, Bishop's Opening, Ruy Lopez, French, Caro-Kann, Sicilian, Alekhine, Pirc, Modern, Queen's Gambit, Nimzo-Indian, Queen's Indian, Dutch, King's Indian, Benoni, English, Bird's, Reti's, and King's Indian Attack. Includes actual examples from 25 grandmasters and champions including Fischer, Kasparov and Spassky.

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

Backgammon is the ultimate head-to-head board game—an action-packed race to the finish with an addictive mix of luck and skill. It's 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 other world of gaming opportunities. In Backgammon for Blood, Chris Bray, top-ranked backgammon player, reveals the tips and tricks needed to help you play the game like a pro, whether you want to make serious money in online tournaments or just play for fun at a board with friends. While backgammon can be lost or won on the throw of the dice, tactical moves and game plans can help you adapt your play to deal with whatever comes your way. With chapters on opening rolls, mid-game strategies, and races and endings, his step-by-step suggestions, sample game illustrations, and easy-to-follow text have everything you need to come to grips with the game. The different ways to play backgammon—from tournaments and chouettes to computer and online play—are all covered, as are the secrets of making the doubling cube work in your favor. Insightful and informative, Backgammon for Blood: A Guide for Those Who Like to Play but Love to Win is the ideal introduction to this dynamic and challenging game.

Master Checkmate Strategy

From Basics to Badass

Backgammon For Winners

Backgammon For Serious Players

2nd Edition

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This is the first book to provide winning strategies for the small buy-in (\$100 or less) no-limit hold'em tournaments that have exploded in poker rooms all over the country-and on the Internet. The strategies for small buy-in no-limit hold'em tournaments are similar to the big-money games, but the important factors-hand value, position, aggression and others, and speed of play-cause a radical change of strategy. Snyder recounts his own experience with these methods at a win rate of almost 300% and gives readers specific strategies for winning the big money available in prizes at the hundreds of small buy-in no-limit hold'em tournaments taking place weekly around the country and on the Internet.

Opening Concepts

Expert Strategy for No-limit Tournaments. Volume I: Strategic Play

Backgammon For Winners, 3rd Edition