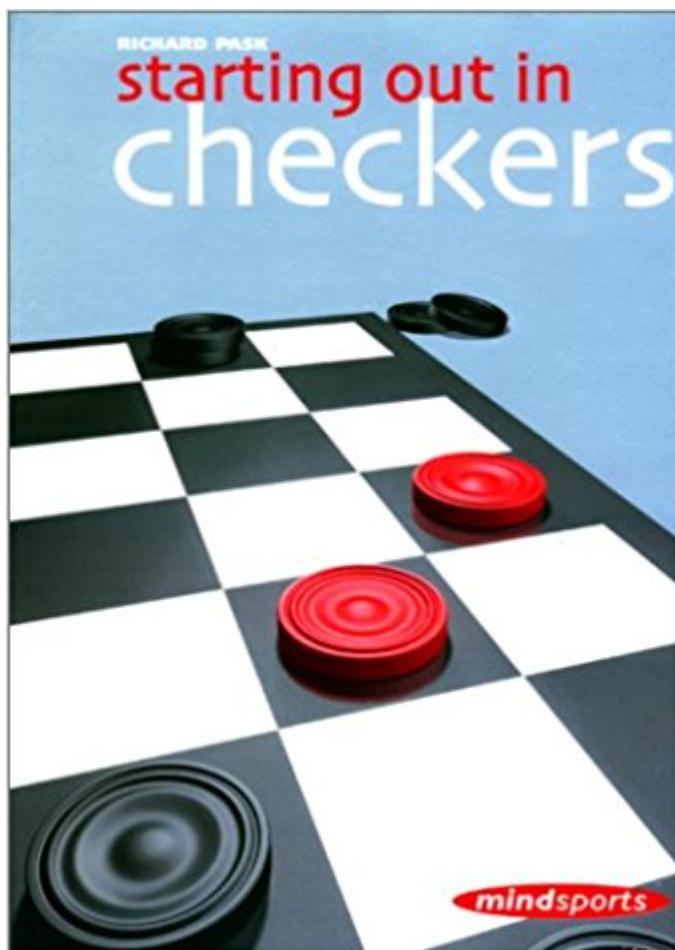


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# Starting Out In Checkers



## Synopsis

Checkers (known as Draughts in the UK) is perhaps the world's best known board game with its history being traced back more than 3,500 years. The attraction of the game is that, despite the great simplicity of the rules, highly complex play can result. In this user-friendly introduction to the game, Checkers grandmaster Richard Pask provides newcomers to the game with a thorough grounding in the essentials of play.

## Book Information

Series: Starting Out

Paperback: 128 pages

Publisher: Everyman Chess; 1st edition (July 1, 2001)

Language: English

ISBN-10: 1857442636

ISBN-13: 978-1857442632

Product Dimensions: 9.6 x 6.8 x 0.4 inches

Shipping Weight: 8 ounces

Average Customer Review: 4.5 out of 5 stars 10 customer reviews

Best Sellers Rank: #1,449,493 in Books (See Top 100 in Books) #14 in Books > Humor & Entertainment > Puzzles & Games > Board Games > Checkers #1606 in Books > Humor & Entertainment > Puzzles & Games > Chess

## Customer Reviews

Checkers (known as Draughts in the UK) is perhaps the world's best known board game with its history being traced back more than 3,500 years. The attraction of the game is that, despite the great simplicity of the rules, highly complex play can result. In this user-friendly introduction to the game, Checkers grandmaster Richard Pask provides newcomers to the game with a thorough grounding in the essentials of play. (6 3/4 x 9 1/2, 128 pages, diagrams)

I hadn't played checkers since I was a kid. This has renewed my interest. Thanks to this book, I can now frequently beat the computer.

this is a good book on checkers for a beginner from basics to more advanced moves on the checker board

What an eye opener. I thought checkers was such a simple game. I never knew that you won if you left your opponent not being able to make a move. I loved the history of checkers it provides. A good read.

Great quality

The book is well written and easy to follow. I recommend it to anyone interested in checkers. The book and transaction were top quality.

This is the best book for beginning Checkers players. Well written, clear explanations, diagrams and well worth the money. Find it, buy it, use it!

This book is the highest quality, best organized, and most thorough book on the market for beginner to intermediate study. It amounts to a complete course in checkers. The book contains material about all facets of the game, presented in careful order, with good illustrations and other excellent learning devices (such as easy-to-remember names for various game themes). The book offers a very rare combination of accessibility for casual browsing when time is limited, and material for serious study over a more extended period. But obviously to benefit the most, a serious study of the complete book is in order. Mastering this book, in fact, should put you well ahead of the average club player, and in a good position for study of more advanced literature. The book treats openings a bit lightly, keeping the rating from just quite reaching five stars. Four and a half stars would actually be a better call. If your library includes this book, Reinfeld's book, and Pike's two puzzle books, you have a great checkers collection at a very modest cost.

There's no question that Richard Pask knows what he's talking about, but I am a beginner in checkers, and I found this book very daunting. After a quick introduction, the book begins to teach 9 basic strategies (2-for-1, 3-for-2, fork, rebound, breeches, etc.) along with presenting several examples of each. After that, the book then shows many miscellaneous illustrations of other moves that don't fit into the previous 9 strategies. By this time, the book is well into over 100 examples (!) with only terse commentary. I just don't find it very easy to read, and I lost interest before even getting to the later chapters. I was much happier to find Millard Hopper's book "How to Win at Checkers" at my university library. I'm sure it is not as complete as Pask's book, but for me, it is actually enjoyable to read. I also get the feeling that the Hopper book builds on each example,

introducing only one or two more logical steps between board configurations. This is something that Pask's book could have used: fewer examples, with better connections between them. Sorry, I really want to like "Starting Out in Checkers". It seems there's a lot of good material there; it's just presented too quickly and without enough explanation.

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