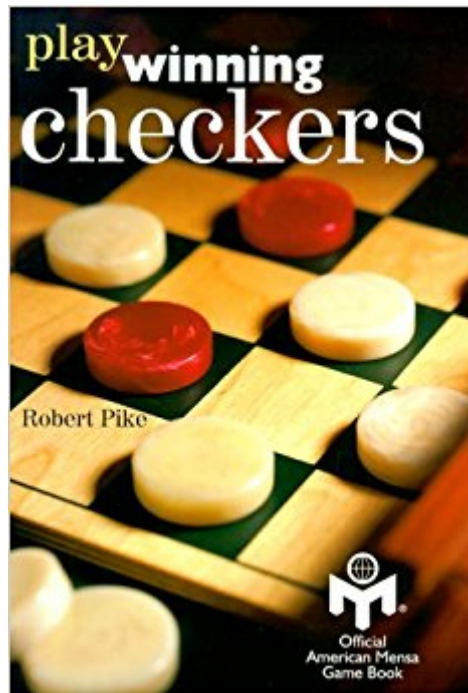




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Play Winning Checkers (Mensa®)



Synopsis

Champions at checkers, according to Sherlock Holmes creator Arthur Conan Doyle, learn everything needed to become great detectives. Become a winner! Learn to find alternative solutions to problems, break down complex situations, and keep control of your long-term strategy. Here's everything you need to know to leave your opponent gasping in surprise. Dozens of strategies take you, move by move, through many entire games. Start with the basic moves that put you on the winning track. See how to protect your pieces, get kings and use them well, and block your opponent. Fight for control of the center of the board, set up multiple jumps, and avoid the "dog hole." You even learn to play computer checkers, with move-by-move replays of great recent man-versus-machine contests, plus Internet sites where you can pit yourself against "Chinook," the world computer checkers champion. BIG BONUS: The back cover is a specially designed fold-out game board. Open it up, put down the pieces, and practice all the techniques and strategies as you go through the book. 128 pages, 78 b/w illus., 5 3/8 x 8 1/4.

Book Information

Series: Mensa®

Spiral-bound: 128 pages

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Average Customer Review: 4.0 out of 5 stars 19 customer reviews

Best Sellers Rank: #1,691,301 in Books (See Top 100 in Books) #16 in Books > Humor & Entertainment > Puzzles & Games > Board Games > Checkers #255 in Books > Teens > Hobbies & Games > Games & Activities

Customer Reviews

Gr 8 Up-A book for both beginning and advanced players. Pike points out the benefits of this multigenerational, all-inclusive, interactive game and recommends it to improve concentration and the ability to deal with complex situations. Early pages discuss the history of this ancient game. "Part Two" is devoted to strategy and tactics and offers over 50 easy-to-follow diagrams on plays at the beginning, middle, and closing of the game, and pitfalls such as the "doghole." Advice for setting

up a checkers tournament (including a sample scorecard and schedule) and "Rules of Play and Laws for Standard American Checkers" (as well as variations) conclude the volume. The back cover folds out to become a board with numbered spaces so readers can follow along with the diagrams and the spiral binding makes the book easy to consult.-Edith Ching, St. Albans School, Mt. St. Alban, Washington, DC Copyright 1999 Cahners Business Information, Inc.

Robert Pike is an American Checker Federation MA Champion. Graduating from Brown University, he served as a Navy Jet Carrier Pilot & then a sales/marketing executive in Health Care Companies with three medical device patents. Years ago he was introducing his grandchildren to this "Granddaddy of Boardgames" and their interest started him off on an extensive, but unsuccessful, search for a primer on this not-so-simple mind game. So he wrote "Winning Checkers For Kids" and, for younger audiences, "Checker Power." He also produced an award winning video, "Learning to Play Better Checkers" to incorporate visualization into the learning process. Pike's colorful checker materials and captivating classroom presentations have been enthusiastically received by students and educators, who find that the "magic of checkers" provides a stimulating, multigenerational challenge that develops critical thinking, strategizing, problem solving, perseverance and attention span, while also building important social skills. His Checker Puzzles have been featured in "Highlights For Children" magazine. He lives in San Diego. --This text refers to the Paperback edition.

This is NOT a book for beginners, even though it says it is. There is no real instruction that even begins to tell you what to do. Instead there are problems. You are shown a position and then asked what is the best move. As an example the VERY FIRST PROBLEM in the book shows a beginning position and then asks what your best move is. The answer is that you are to give up a double jump and then when that is over to give up yet another free jump to your opponent. How on earth would a beginner know this? It also doesn't really explain anything. It just shows what somebody who is already a great player MIGHT do. If you are a beginner this is NOT the book for you.

Among other things, this book takes a well-considered swipe at checkers' image. Images of rustics at the feedstore or of children playing checkers (draughts) do not stand up against images of elegant knights playing chess in some drafty castle. Chess's image is sophisticated; checkers' image is rough-hewn, homespun, simpletonish. Some players have excelled in both. Granted checker's moves are simpler and easy to learn, but playing it well is anything but. Would critics of its

simplicity direct such a critique equally to go moku or wei qi? (Different games with the same board and players.) If they know what those game are, they also know better. This book will make a conscientious reader a devastating player.

The following two paperback books: Play Winning Checkers by Robert W. Pike and Win At Checkers by Millard Hopper really helped me win at the game of checkers. Prior to reading both books, my neighbor would win the majority of checkers games we played together. After reading and digesting the material within these books, my checkers improved to the extent that my neighbor continued to lose most every game we played and therefore, he is no longer willing to compete.

great book. some nice puzzles, not too tough for younger readers. Pike's love of the game comes through and makes it an even more enjoyable read. covers all the intro info a player needs and then touches on some good strategy and things to keep in mind for more experienced players. tons of great diagrams, this sets the book apart from several other checker books i think. recommended!

This Book about Play Winning Checkers: Official Mensa Game Book, is a great learning tool for the new and experienced checkers player. +++++

Looks As A Good Book ~ I Have Not Read Any Of it Yet

This is not a primer on how to play checkers. What its main goal is to teach you to think out your moves to advance your game. I cant say it will make you a champion, but if you follow the authors guidelines you will develop into a better player.

I just wanted some basic info on how to play this game well, and this book provides it.

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