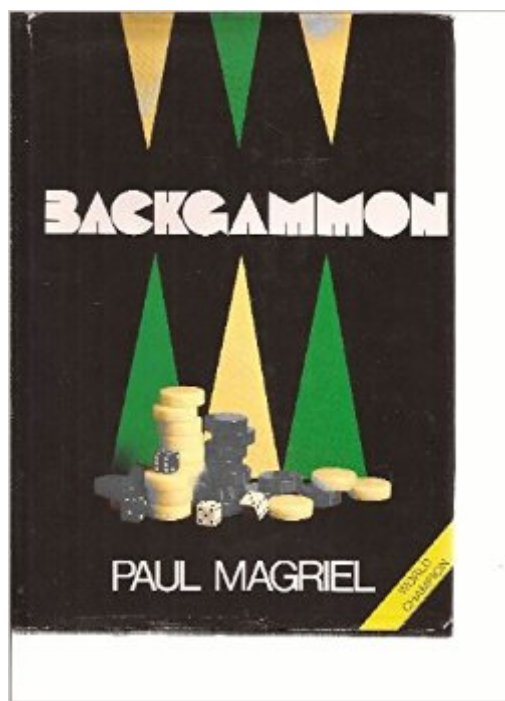


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# Backgammon



## Synopsis

2004 edition with a new foreword by Renee Magriel Roberts. Backgammon is the most highly-regarded work on the subject, often referred to as The Bible of the game. Written between 1973 and 1976 by Paul Magriel and Renee Magriel, Backgammon was the first book to lucidly explain the inner workings and advanced positional play of the game. The most important aspects are broken down into their component parts and then explained with a unique, easy-to-understand, step-by-step building-block approach. The book is enhanced by 600 clear and precise diagrams, a glossary and tables, including the betting odds. For any player who means to take the game seriously and wants to play well, Backgammon is an indispensable guide. This new 2004 edition of also includes a lively behind-the-scenes foreword by Renee Magriel Roberts that illuminates the man behind the name X-22 and describes the creation of the book. Having stood the test of time for over a quarter-century, Backgammon is still the best and most widely recommended and quoted standard instructional manual and reference work on the game for novice and expert alike --This text refers to an alternate Hardcover edition.

## Book Information

Hardcover: 400 pages

Publisher: Quadrangle/The New York Times Book Co. (1976)

Language: English

ISBN-10: 0812906152

ISBN-13: 978-0812906158

Product Dimensions: 7.7 x 1.6 x 10.5 inches

Shipping Weight: 2.9 pounds

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (28 customer reviews)

Best Sellers Rank: #1,101,391 in Books (See Top 100 in Books) #24 in [Books > Humor & Entertainment > Puzzles & Games > Board Games > Backgammon](#)

## Customer Reviews

This book lives up to its reputation as a classic. I've rarely read technical books that are so clearly written and so well illustrated. Magriel provides both before and after illustrations for ideal moves, followed by complete explanations for why some moves are better than others. Section one is identical to his "Beginning Backgammon" book, and the rest of the book is for more advanced play. If you buy the book, make sure you are getting this one (405 pages) not the shorter one. I've not read Robertie's two volume set for backgammon, but I have read his 501 classic backgammon

situations. While this is a great book too, Magriel is the better teacher and writer. Also, there are plenty of reasonably priced used copies of the hardback version of the book. I bought mine through used books postings for only \$ more than the recent paperback re-release.

This textbook revolutionized backgammon by introducing a set of guidelines for when to play safely and when to play boldly. These rules are the foundation of expert play. This book is essential for all aspiring experts.

This book greatly improved my game, and I recommend it to anyone who wants one of the BEST backgammon books available. Don't let the price put you off. If you budgeted for 2 books, forget both of them and get this one. I've read this for 4 months and still won't loan it out as I still haven't worn the 'new' off of it. Gives basic frameworks and explains more technical areas of the game. This book will drastically improve your game.

Magriel's Backgammon took me from a hobby player into a good local competition player. It taught me how to think of the relative value of the points, of different kinds of games, and how to keep the calculator constantly going in the head. It teaches a way of thinking that has not gone out of style. It teaches. There is more to the game than this book. There are books to explore which add to the thinking, to work out scenarios in which Magriel may not help enough. Doubling is presented but not explored - to become a strong player a book on doubling strategy (and psychology) is essential. And the co-author, his ex-wife Renee, describes in a forward the mistake of calling the opponents's five point "golden" when the neighboring bar point is more valuable as an early goal in games. However, as a book to start learning the game from, and to develop into a decent player, I know of no equal. Magriel is a teacher and took the time to craft a wonderful book. Small aside. Shortly after the original book was published Magriel helped an Artificial Intelligence researcher, Hans Berliner, with a Backgammon program. This is the late 1970's. The program - BKG - was brought to Monte Carlo in 1979. Or accessed remotely from the tournament. The winner of the Monte Carlo tournament, Luigi Villa, played the program five games and lost 7-1. The program disappeared. Berliner wrote an article for Scientific American (6/80). And that was that. For content and freshness after 25 years (when I first read it) this is five stars. I subtract one for it being priced like a college text book instead of a game book.

I actually have the original hardcover edition of this book when I purchased it in the early eighties

(it's still in NM condition I might add). I had purchased many backgammon books in those days (eg. The Backgammon Book; Backgammon for Blood; etc) but this was the main one I referenced time and again and is one of the best book of its kind that came out of the seventies (and there were a lot of them). A professor of mathematics, Magriel organizes the principles and strategies in a very logical manner. He writes in concise non-technical language, breaking down every aspect of backgammon so its easy to understand even when discussing advanced theories of the game. It's been a good 15 years since I've got back into playing backgammon and will probably begin reading some of the latest books out there but I will still be referencing this one.

This book is very readable. The book is layed out in a format that explains each phase of the game in logical order. A player that masters the concepts in this book will be head and shoulders above the average player. The book was written a while back, so is missing a few of the modern theories. This is a minor matter. I recommend this highly to the beginning and intermediate player. It wouldn't hurt advanced players to read this too.

This book was once the "bible" for serious backgammon players. Although it has been superceded by Bill Robertie's 2-volume "Advanced Backgammon", it is better for beginners. Outstanding.

The definitive backgammon book. Can turn a beginner to an expert. Well written, logically organized, with several examples and clear explanations. It is very complete, covering all aspects of the game. I particularly liked that it recommends to the beginner openings that generally lead to uncomplicated games and later (once the reader has become more experienced) switches to openings that lead to more involved game play. I have read several backgammon books, and this is by far the best. Definitely worth its price.

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