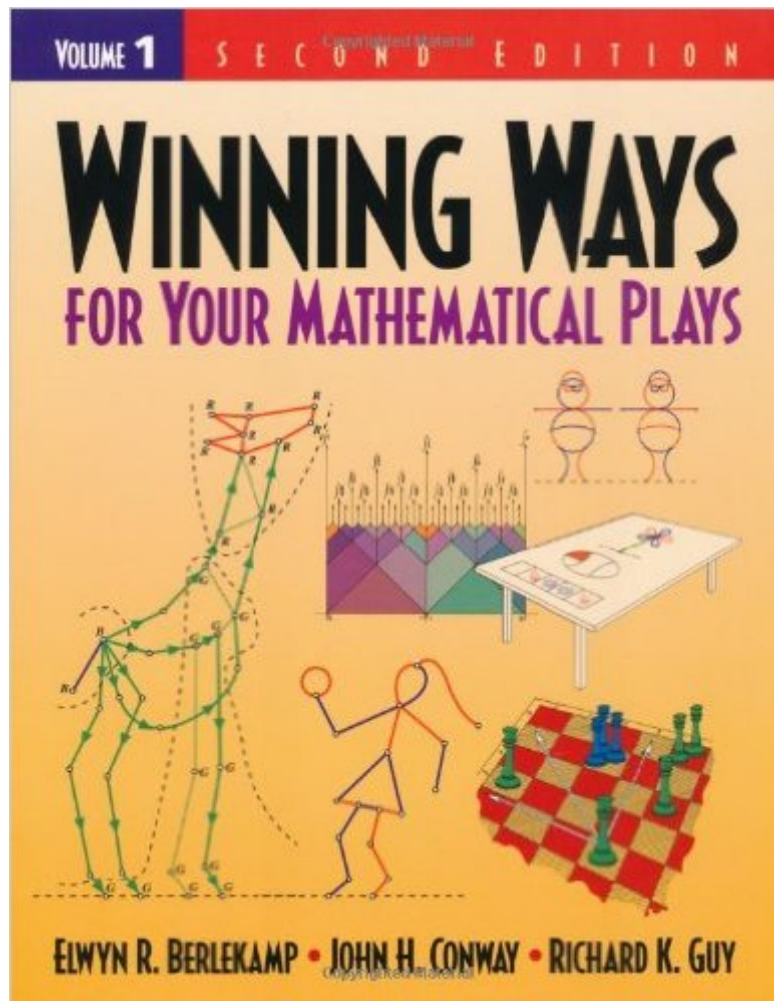


The book was found

Winning Ways For Your Mathematical Plays: Volume 1



Synopsis

This classic on games and how to play them intelligently is being re-issued in a new, four volume edition. This book has laid the foundation to a mathematical approach to playing games. The wise authors wield witty words, which wangle wonderfully winning ways. In Volume 1, the authors do the Spade Work, presenting theories and techniques to "dissect" games of varied structures and formats in order to develop winning strategies.

Book Information

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Customer Reviews

This is a classic set of books, and greatly improved from the original version. But if you're looking for the old Volume 1, this book will disappoint. The second edition of *Winning Ways* is split into 4 separately published books. So THIS Volume 1 is just half of the old Volume 1. Be prepared.

OK, I must confess, this review is really based on the old set of (two) volumes, which I purchased around 1985. Rarely did I get so much value for money. I must have spent dozens of evenings in delight reading these volumes, which contain both serious math and scores of jokes on almost every page. And every two years or so I find myself rereading parts of it, chuckling at the pictures and puns once again. And how satisfying, to be able to stun some friends one afternoon by beating them consistently at dots and boxes, because I happened to remember the theory behind the game. And how did I baffle them once when I solved a (supposedly very tough) nim-like problem in a newspaper in an instant, because I could remember Sprague-Grundy theory. I can't recommend these splendid volumes enough. They have given me countless hours of joy.

Surely, no other books on this subject can be better than this series by Berlekamp and Conway, both are masters of the field! There is no doubt to this. But if someone, like a high school math teacher would like to experience the same thrills but at an elementary level, what is better than *Mathematical Games and Pastimes* by Domoryad, one of *The Popular Lectures in Mathematics* Vol. 10. Similar entertainment and taste but more accessible. ISBN B0006AYRNK

This book is dazzling. It can be pretty tough going but it is well worth the effort. You can always tell the work of a genius because it illuminates the landscape and shows us things we have never seen before. I design games for a living and this book rocks! Hackenbush, Nimbers, games with $1/2$ move advantage. Well illustrated. ONLY PROBLEM: Where are volumes 2-4?

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