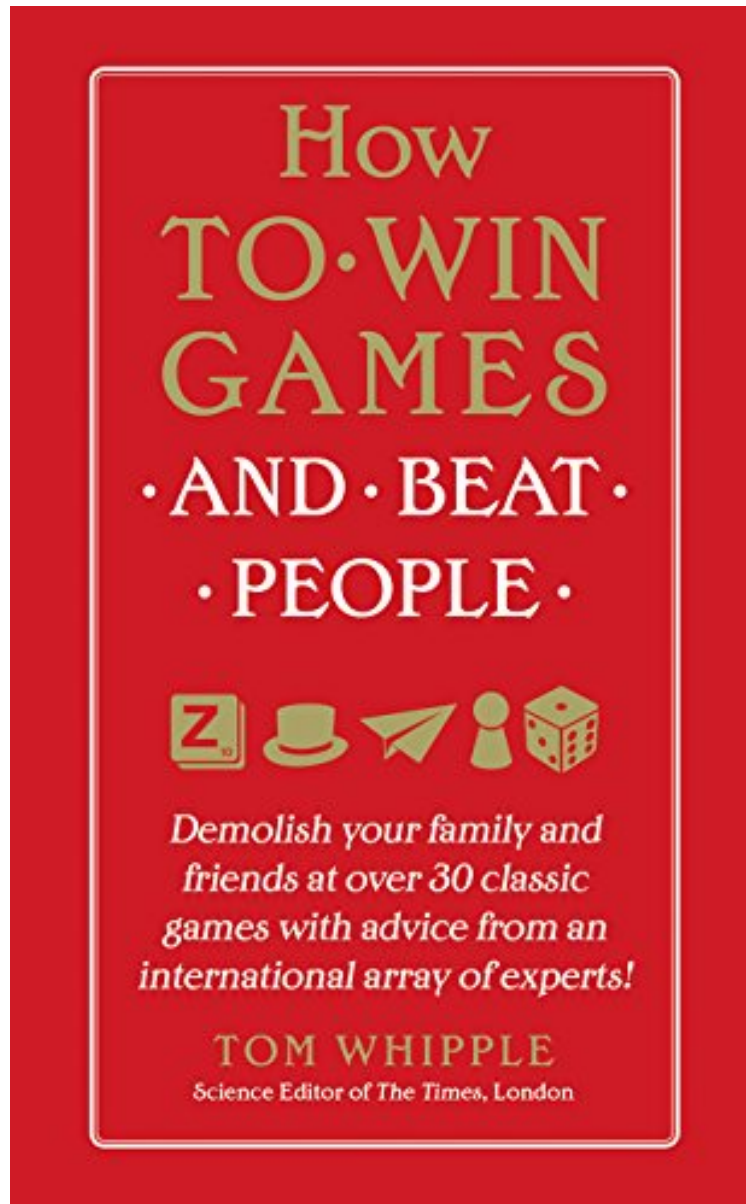


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How to Win Games and Beat People: Demolish Your Family and Friends at over 30 Classic Games with Advice from an International Array of Experts

Tom Whipple

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#523716 in Books Tom Whipple 2015-12-01 2015-12-01Original language:EnglishPDF # 1 8.00 x .73 x 5.00l, .0 #File Name: 0062443747192 pagesHow to Win Games and Beat People Demolish Your Family and Friends at Over 30 Classic Games with Advice from an International Array of Experts | File size: 57.Mb

Tom Whipple : How to Win Games and Beat People: Demolish Your Family and Friends at over 30 Classic Games with Advice from an International Array of Experts before purchasing it in order to gauge whether or not it would be worth my time, and all praised *How to Win Games and Beat People: Demolish Your Family and Friends at over 30 Classic Games with Advice from an International Array of Experts*:

11 of 11 people found the following review helpful. This needed an editor. By Chris Dorosky This book is OK. Some areas have advice, some don't. Checkers or draughts, has slightly interesting info, but no advice. It also introduced a classic problem, then doesn't bother to explain the answer. Some chapters are clear. Others have such poor sentence construction that they take several rereads to understand. That's not a UK / American thing, I've lived both. There's a freakonomics podcast containing a competition with the author. It was more interesting than the final work. 0 of 0 people found the following review helpful. A good enough introduction to how tough reasoning about easy games is. By Ernesto Hernandez-Novich It's a fun book to read. For some of the games, the hints and strategies are described with enough detail to be useful. But for more than half of the games mentioned, strategies are either too vague to be understood, or simply not there. Being interested in strategic game-playing in general, with a specific focus in game strategy analysis, this book missed the point for me. I think it makes a good starting point for anyone interested in understanding how difficult some easy games really are, without delving much into detail. 1 of 1 people found the following review helpful. Interesting but not deep. By Rich Woods Interesting background for various games, but not the depth or "insider secrets" I was hoping for.

Destroy the competition on game night with this seriously funny guide packed with handy strategy, tricks, and tips from the experts. Games are way more fun to play when you win, especially when you crush your friends and family! In *How to Win Games and Beat People*, Times science editor Tom Whipple explores inside tips, strategy, and advice from a ridiculously overqualified array of experts that will help you dominate the competition when playing a wide range of classic games from Hangman to Risk to Trivial Pursuit and more. A mathematician explains how to approach Connect 4; a racecar driver guides you through the corners in slot car racing; a mime shares trade secrets for performing the best Charades; a Scrabble champion reveals his secret strategies; and a game theorist teaches you to become a real estate magnate, recommending the Monopoly properties to acquire that will bankrupt and embarrass your opponents (sorry, Mom and Dad). Funny, smart, and endlessly useful, this is a must-read for anyone who takes games too seriously, and the bible for sore losers everywhere.

The tome to tuck into your weekend bag if you know you're going to be Monopolized or Scrabbled. (Harper's Bazaar) Gamesmanship . . . is given a witty twist [with] fiendish strategies. (Saga) Utterly brilliant. (The Bookseller, Editor's Choice) Highly recommended . . . provides compelling deduction, illuminating analysis, and fun. (Library Journal) About the Author Tom Whipple is the science editor at The Times, and a bad loser. He has spent countless hours phoning experts and distilling their knowledge normally about somewhat more serious subjects than games. He has been a feature writer for Times 2 and contributes features for The Economist Intelligent Life, among other magazines. His wife has stopped playing Scrabble with him because, she claims, he is the sort of person who learns all the two-letter words without knowing their meaning.