The Dots And Boxes Game: Sophisticated Child's Play
The game of Dots-and-Boxes, the popular game in which two players take turns connecting an array of dots to form squares, or "boxes" has long been considered merely a child's game. In this book, however, the author reveals the surprising complexity of the game, along with advanced strategies that will allow the reader to win at any level of gameplay desired. This book is an essential guide to the game of Dots-and-Boxes and its mathematical underpinnings. Chapters of strategy are interspersed with dozens of sample problems and their solutions. Furthermore, the strategies can be applied to several other games, such as Strings-and-Coins and Nimstring.

Book Information

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Customer Reviews

This book is one of a kind, and will show you that the game of Dots and Boxes is far from trivial, in spite of the common idea. It will also show you some very high-quality technical stuff about this game. The main issue is that the book is born as a collection of problems, and the try to turn it into a full-fledged book wasn’t completely successful. The explanations are lacking in clarity and the result is that you have a very good series of positions and problems, but not the knowledges for solving them.

Although the subject matter is enticing and the introduction thorough, the text proper falls short. The examples come with minimal, if any, explanation, leaving it to the reader to actually make conjectures and prove lemmas. This book seems to have been writtem more as a private notebook
for someone who already understands the game rather than an explanation for neophytes.

Covers every level of strategy in dots-and-boxes in a manner that even someone with no knowledge of game theory could easily understand. Demonstrates the modelling of the game with "strings and coins" and, to the best of my knowledge, is the only book that acknowledges possible violations of the long chain rule in very close scored games.

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