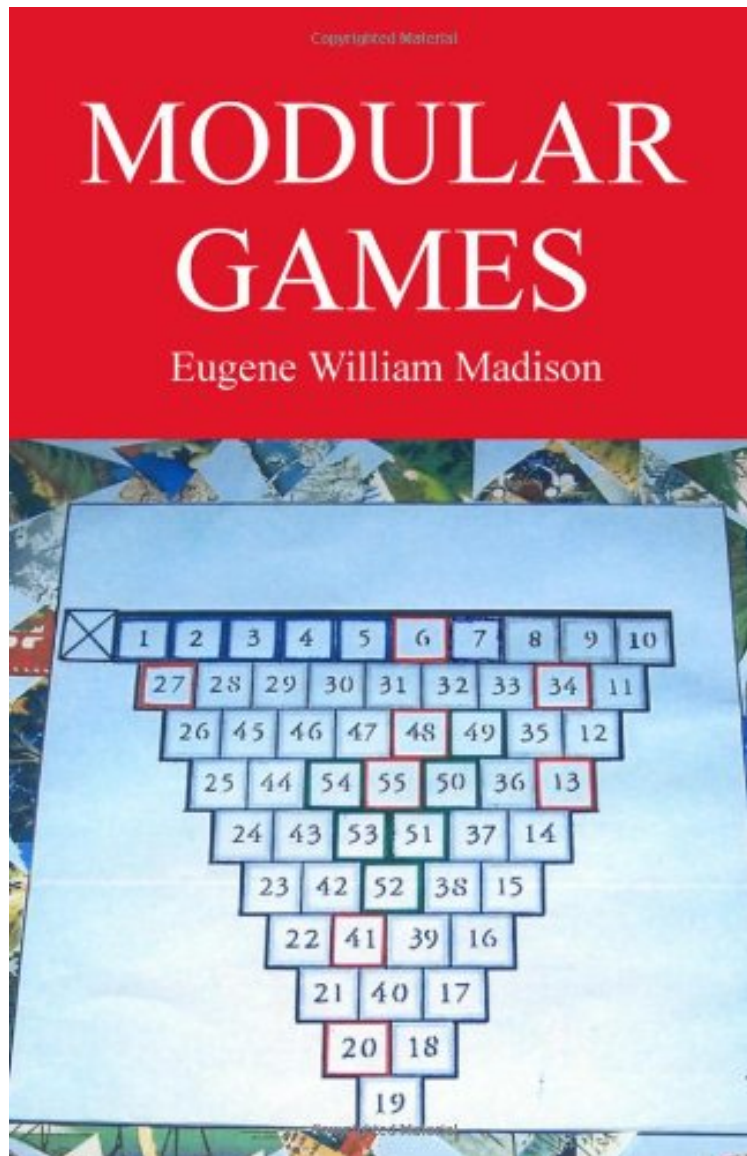


Modular Games

Eugene William Madison
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#9444698 in Books 2010-09-07 Original language: English 8.50 x 5.75 x .101, .15 #File Name: 143490695734 pages | File size: 27.Mb

Eugene William Madison : Modular Games before purchasing it in order to gauge whether or not it would be worth my time, and all praised Modular Games:

1 of 2 people found the following review helpful. it is what it is By HousefulOfChaos The modular games this book deals with are examples of games used in combinatorial game theory, or variations of Nim (not modular games of the Settlers of Catan style). There is so much potential that an author could do with this topic, but this book was

disappointing. It was very limited in focus and the second half of the book is a description of a computer and board game that the author has invented that remove the perfect-information aspect of the game, thus introducing chance to the games. A search online shows the author has a webpage about his games but it is unclear whether they are available for purchase. Too many of the arrays look like they were hand drawn and one has water-marks like the picture got blurred before being included in the book. That said, the game inspired me to play several new games with my seven and four year old. We used physical items (like in Nim) instead of verbal counting, but my seven year old at least was able to master the winning strategies discussed in Eugene William Madison's book, and we incorporated it into a math lesson on multiples and prime numbers. I will probably show my children the playing card variations Mr. Madison describes sometimes in the near future. I received a complimentary e-copy of Modular Games as a member of the Dorrance Publishing Book Review Team. Visit dorrancebookstore.com to learn how you can become a member of the Book Review Team.

Modular Games by Eugene W. Madison is a radical guide toward understanding and determining possibilities and success formulas in certain modular games. Modular games are finite two-player counting games wherein a winning strategy can be discerned by examining a specific matrix based on crucial moves and values of segments through each player's choice of moves. Modular games have predecided winners based on specific values of initial players moves. Modular Games is a handy guide for delving deeper into and understanding the depths of modular games.

About the Author A native of Memphis, Tennessee, Eugene Madison currently resides in Coralville, Iowa. He and his wife, Ethel, have three children: Sherryl, Eric, and Sabrina. Eugene enjoys table tennis, game theory, and exercising. Early on, he has also published some research papers in the field of mathematical logic.