

[Download free ebook] The Ultimate Book of Family Card Games

The Ultimate Book of Family Card Games

Oliver Ho

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#7523 in Books Oliver Ho 2013-03-05Original language:EnglishPDF # 1 9.99 x .34 x 8.00l, .98 #File Name: 1402750412128 pagesThe Ultimate Book of Family Card Games | File size: 27.Mb

Oliver Ho : The Ultimate Book of Family Card Games before purchasing it in order to gage whether or not it would be worth my time, and all praised The Ultimate Book of Family Card Games:

179 of 181 people found the following review helpful. Comprehensive collection of card gamesBy Columbia MomWhen I purchased this, the table of contents was not available in the description nor was there a "Look Inside" link. So, for those who are interested, here's the table of contents:Chap 1: Capturing GamesEasy: Beggar-My-Neighbor, GOPS, Ninety-Nine, Slapjack, Snap, WarMedium: Egyptian Ratscrew, Kemps, KnackHard: Basra, Cassino, Pishti, Scat, Scopa/ScoponeChap 2: Shedding GamesEasy: Chase the Ace, Cheat, Fan Tan, Go Fish, Old Maid, Pink Nines, Snip Snap SnoremMedium: Comet, Crazy Eights, Dudak, Musta Maija, Palace, Pits, Sift Smoke, Svoi Koziri, SwitchHard: Durak, Pische Pasha, Stops, Tien Len, Zheng ShangzouChap 3: Patience GamesEasy: ConcentrationMedium: Dictation, SpitHard: Racing Demon, Russian Bank, Spite and MaliceChap 4: Rummy

GamesEasy: Authors, Donkey (Pig), My Ship Sails and My Bird SingsMedium: Basic Rummy, Tonk, Wushyi FenHard: Conquian, Contract RummyChap 5: Trick-Taking GamesEasy: Rolling StoneMedium: WhistHard: Ecarte, Euchre, Hearts, Pitch, SpadesEach game is clearly explained with colored illustrations as needed. There is a one-liner piece of information at the beginning that speaks to the game's particular strength, origin, similarity to other games, and/or other names used for the same game. A lot of these games I'd never even heard of but I guess that's why this is the "ultimate".50 of 52 people found the following review helpful. Get this instead of Hoyle's or others.By AnticrapTo own a deck of cards is to own an infinite source of entertainment. Sure, there are movies and video games and other such newfangled contraptions that offer a higher degree of appeal, but they have their flaws. What if the power goes out? What if you're visited by an elderly person? What if you're afraid of you and your children's brains turning to indiscriminate mush? The Victorians had these problems all figured out, and they didn't even have Google. What excuse do we have? In addition to owning a deck of cards however, you will need to know how to use them. What use is this low-tech solution if you have to spend half an hour scouring the internet for semi-coherent instructions every time you want to try a new game? So, to complete your self-sufficiency, you'll need a book.I found the instructions in this book to be very clear, and satisfactorily thorough. In comparison to books like Hoyle's, or McNeely's Ultimate Book, which to me read more like Encyclopedias than actual learning guides, you shouldn't ever need to consult Google in order to successfully learn how to play the games. At times I did find there were gaps. Once, during my and my partner's first-ever game of Spite and Malice (which is a delightfully horrible game), we realized only halfway through playing that we were allowed to look at our own hands. Someone familiar with card games might laugh, but as a novice you won't take anything for granted. So, once in a while, there are things I wouldn't mind the author taking a little extra space to clarify. Other than that, the book is awesome. I especially love the clean layout of the pages, which presents the information in a streamlined, organized, and fun way. The games are sorted to allow you to be able to quickly find and choose them based on who you're playing with, and how many are playing. There are games you can play with children, and games you can play with professional poker experts (although there's no poker). I mostly play cards with only one other person, so I was concerned there wouldn't be enough two-person games. I was wrong, and the book makes them easy for me to pick out.The games are sorted into chapters. Chapter 1 is Capturing Games, Chapter 2 Shedding Games, Chapter 3 Patience Games, Chapter 4 Rummy Games, and Chapter 4 Trick-Taking Games. There are descriptions of each of these categories in the Introduction, as well as a small Glossary of important card-playing terms that you can refer to. On the actual pages describing how to play each game, the author lists the difficulty of the game, the number of players required to play it, and the object of the game at the top of the page, next to the name of the game. For visual learners, there are pictures and examples along with the body of the text.Unless you just collect books about cards, this is the one to get. It's concise without being overwhelming. There are 57 games total, each one broken down into practical steps. It actually teaches you how to play, and and it looks nice while doing it.0 of 0 people found the following review helpful. I was disappointed to see many of the games we love to ...By SwedlaI was disappointed to see many of the games we love to play missing but we have tried out some new games with good success.

Pick a card gameany game! Everyone loves to play cards, and this ultimate collection has all the fun favorites, including rummy, spades, war, old maid, go fish, snip snap snorem, and hearts. There are over 50 games in all, organized by type and difficulty, and complete with instructions, rules, strategies, color illustrations, and a brief note on each one's origins.

About the AuthorOliver Ho has published several books for children, and his poetry and non-fiction have appeared in various magazines, including Descant, The New Quarterly, PopMatters, and Carousel Magazine. He has also written for the comic book anthology Holmes Incorporated. His website is OliverHo.ca.