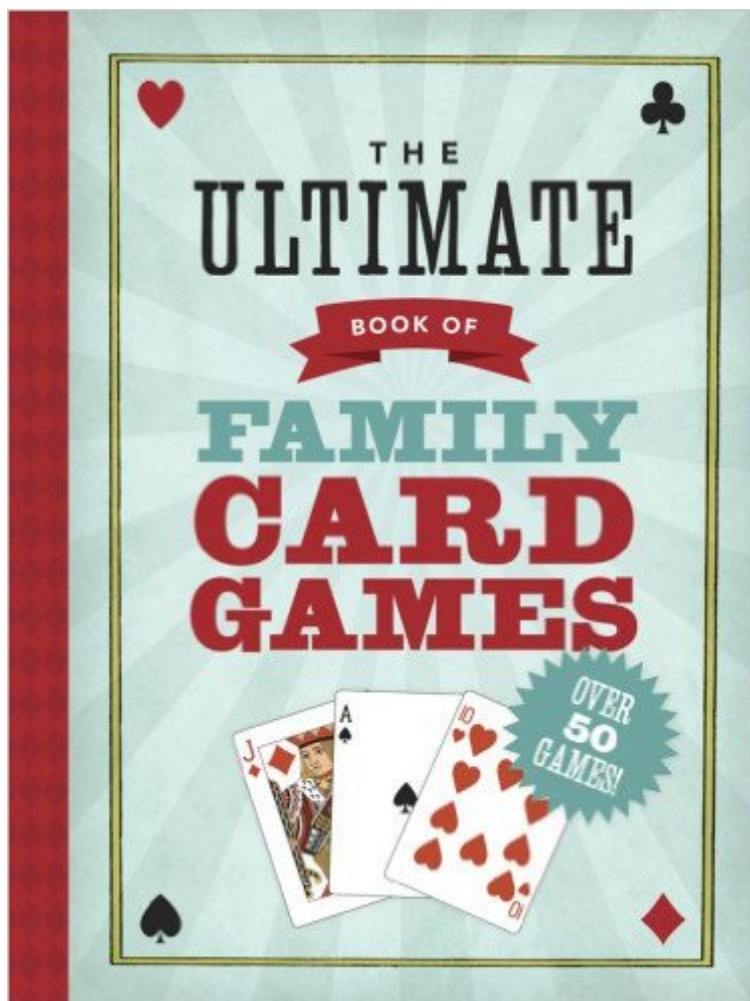


The book was found

The Ultimate Book Of Family Card Games



Synopsis

Pick a card game—any 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.

Book Information

Paperback: 128 pages

Publisher: Sterling Children's Books (March 5, 2013)

Language: English

ISBN-10: 1402750412

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Product Dimensions: 10 x 8 x 0.3 inches

Shipping Weight: 1 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars— See all reviews— (24 customer reviews)

Best Sellers Rank: #13,573 in Books (See Top 100 in Books) #4 in— Books > Humor &

Entertainment > Puzzles & Games > Card Games #10 in— Books > Children's Books > Activities, Crafts & Games > Games > Card Games

Age Range: 8 and up

Grade Level: 3 and up

Customer Reviews

To 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.

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