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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

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Age Range: 8 and up

Grade Level: 3 and up

Customer Reviews

Oliver 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.

When 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 Games
Easy: Beggar-My-Neighbor, GOPS, Ninety-Nine, Slapjack, Snap, War
Medium: Egyptian Ratscrew, Kemps, Knack
Hard: Basra, Cassino, Pishti, Scat, Scopa/Scopone
Chap 2: Shedding Games
Easy: Chase the Ace, Cheat, Fan Tan, Go Fish, Old Maid, Pink Nines, Snip Snap
Snorem
Medium: Comet, Crazy Eights, Dudak, Musta Maija, Palace, Pits, Sift Smoke, Svoi Koziri, Switch
Hard: Durak, Pisha Pasha, Stops, Tien Len, Zheng Shangzou
Chap 3: Patience Games
Easy: Concentration
Medium: Dictation, Spit
Hard: Racing Demon, Russian Bank, Spite and Malice
Chap 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".

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. 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.

I love this thing, so many games! Sadly, my boyfriend is a killjoy, and we haven't played any of them yet

Our family has LOVED this book! It's beautiful. The games are thoroughly explained and easy to understand. Illustrations are easy to follow. We've had a blast learning new games to play and this book will definitely be gifted to our friends this Christmas season!

Fun for family learning new games. Easy to follow.

Fantastic reference

Looked for canasta; not there.

Books received in good time and loads of fun had learning card games. Good book with easy to more challenging game for every card player.

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Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Family Games: Fun Games To Play With Family and Friends (Games and Fun Activities For Family Children Friends Adults and Kids To Play Indoors or Outdoors) Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Card Games for Kids:

36 of the Best Card Games for Children and Families Two Player Card Games: Learn Euchre, Gin Rummy, Whist Plus Many More (Card Games: Learn in 5 Minutes, Play For a Lifetime) Ultimate Book of Card Games: The Comprehensive Guide to More than 350 Games The Step-By-Step Guide to Playing World's Best 250 Card Games: Including bridge, poker, family games and solitaires The Ultimate Book of Family Card Games Prehistoric Games Pop-Up Board Game: 4 Games, Attached Reading Book (Pop-Up Board Games) The Illustrated Book of Card Games for One: Over 120 Games of Patience Wee Sing Games, Games, Games The Card Games Bible: Over 150 Games and Tricks Hoyle's Modern Encyclopedia of Card Games: Rules of All the Basic Games and Popular Variations 101 Card Games for One: A Comprehensive Guide to Solitaire Games Card Games/Victorian Patience and Other Games, for One or More Participants (Pocket Entertainments Series) Teach Yourself Card Games, New Edition (Teach Yourself: Games/Hobbies/Sports) CARD THROUGH HANDKERCHIEF - A Classic Magic Trick with a Borrowed Handkerchief: A Magic Trick Tutorial that explains how a freely chosen playing card passes ... a borrowed hanky (Magic Card Tricks Book 6) Essential Jazz (with CourseMate Printed Access Card and Download Card for 2-CD Set Printed Access Card)

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