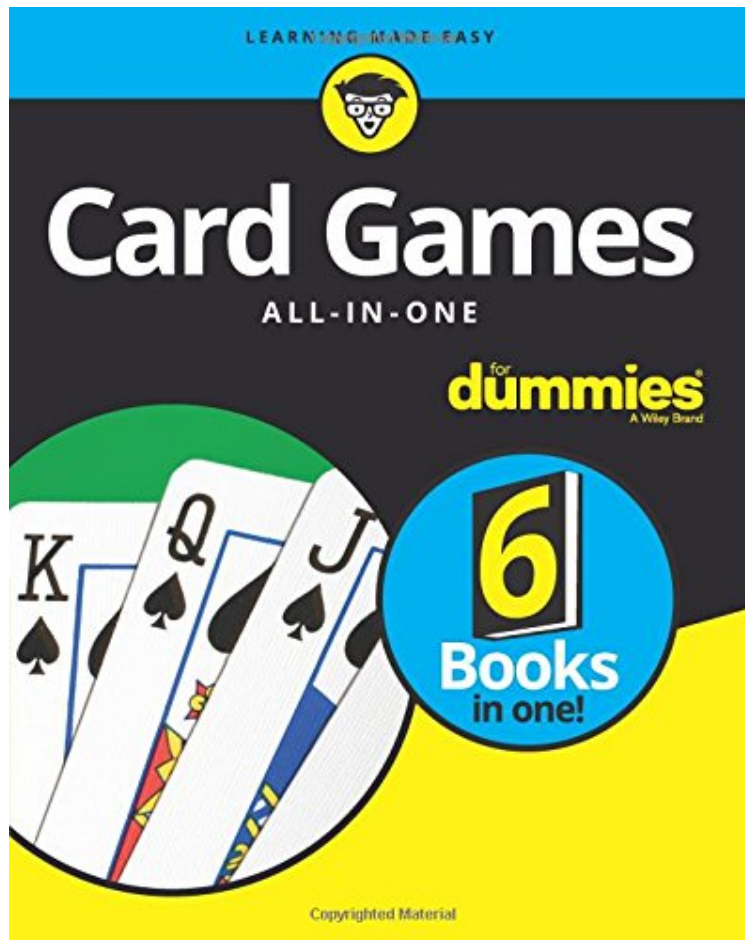


[Free] Card Games All-In-One For Dummies (For Dummies (Lifestyle))

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Consumer Dummies : Card Games All-In-One For Dummies (For Dummies (Lifestyle)) before purchasing it in order to gage whether or not it would be worth my time, and all praised Card Games All-In-One For Dummies (For Dummies (Lifestyle)):

0 of 0 people found the following review helpful. Good guide but very heavily focused on the game of PokerBy Brass MonkeyI had sort of expected that each chapter would be focused on a specific card game, or at least genre of card games, but it is not. Quite a bit of this book is dedicated to the game of Poker, which is fine by me as that was the only game I really wanted to learn more about (though there are chapters on other games as well). The five books included are as follows:Book 1. Taking a stab at card games - An overview of card game basics including non-poker card games you can play.Book 2. The lowdown on poker - Poker basics and a review of some popular poker games; I think this is all you really need if you're just trying to learn the basics of poker to play some non-competitive games at home.Book 3. Staying North of the Border: Texas Hold'em - A more in-depth review of Texas Hold'em, which is

touched on in Book 2. Probably a good read if you want to try your luck at a more competitive game with friends or even venture out to a casino. Book 4. Going Online to Play: Internet Poker - Reviews exactly what the title implies. I don't have an interest in Internet Poker, so this book wasn't of much interest to me. Book 5. More than Just an Old Folks' Game: Bridge - I'll eventually get around to this for the next time I visit my parents (my dad LOVES bridge) but I just don't know anyone around here in my age group that plays this game so it's not really of much interest to me. Book 6. Trying to Beat the House: Casino Gambling - This book seemed a touch out of place, in my opinion, since several lot of the chapters focus on non-card based casino games (Craps, Roulette, Slots) but it provides some strategy to consider if you're looking to take your game to the casinos. 1 of 1 people found the following review helpful. Most of the writing is factual, useful, and straightforward. But the book cannot teach any card game to the total novice. By Tom Brody

CARD GAMES ALL-IN-ONE FOR DUMMIES is a 552-page instruction book printed on off-white paper. The book has six authors: Kevin Blackwood, Chris Derossi, Mark Harlan, Richard Harroch, Lou Krieger, and Barry Rigal. Mr. Rigal has his own biography on Wiki, and it states that he has won the CAMROSE TROPHY for bridge competition. The book is divided into six sections, with these titles: (1) Taking a stab at card games; (2) The lowdown on poker; (3) Staying north of the border: Texas hold 'em; (4) Going online to play: Internet poker; (5) More than just an old folks' game: Bridge; (6) Trying to beat the house: Casino gambling. The book is mostly text (words). There are many drawings and these are drawings of various combinations of cards. The drawings are small, many are only an inch by an inch and a half, and within these drawings, the dimensions of the cards are 1/4 of an inch by 3/8ths of an inch. Since my skill in playing cards is limited to Old Maid, I would have appreciated an instruction book geared more on people with the skill-level of ROMPER ROOM. Drawings of card combinations are found on pages 18, 19, 20, 22, 23, 27, 28, 32, 33, 34, 37, 39, 41, 42, 45, 46, 47, 52, 53, 60, 63, 68, 73, 79, 82, 95, 125, 151, 174, 203, 205, 294, 295. After page 295, there are no more drawings. But instead what we find is maps showing the arrangement of four players around a table and their suits of cards. Page 466 has a 1/3-page photograph of a "dealer's hand" and page 484 has a full-page drawing of a "craps layout." As I mentioned, my skill level is limited to playing Old Maid, and what I would have liked to see is a series of about 20 consecutive drawings, showing 20 consecutive plays (or whatever they are called) by four different players engaged in poker or in some other card game. But this sort of elementary instruction or guidance is not provided by this book. Diving into the text, I decided to read "Warming Up With Poker Basics." (pages 119-136). The text starts out in this inviting manner: "Poker looks like such a simple game. Anyone, it seems, can play it well -- though nothing, of course, is further from the truth. Figuring out the rules can be quick work, but becoming a winning player takes considerably longer." After two entire pages of pleasantries of this sort, the chapter starts to explain poker: "The objective of poker is to win money by capturing the pot, which contains bets made by various palyers during the hand." Okay, so far so good. On pge 122 is a list of types of poker chips (their colors and their values in dollars). Then comes more useful guidance: "The pot goes to the player who holds the highest hand during this showdown." Pages 123-126 disclose something called "hand rankings." We learn that the hand rankings are: royal flush, straight flush, four-of-a-kind, full house, flush, straight, three-of-a-kind, two pair, one pair, no pair, and low hands. Then pages 126-127 disclose various ways of "betting" and we learn that, "Without betting, poker would just be a game of luck, and the best hand would always win." But from this book's account of poker, I would not ever learn to play poker. What I would have liked to see in this book, is an example of a game of poker. I suggest ten consecutive pages, where each page has large drawings showing two consecutive moves (or plays, or whatever they are called) involving four card players. Also, I would suggest that each of these half-page drawings have a little paragraph describing what has happened, and what is about to happen. And with the conclusion of the ten pages, what I will have witnessed is ten consecutive moves. Because of the devotion and passion shown by the authors for the card games, the book might deserve FIVE STARS. But unfortunately, as is the case with some other books in the DUMMIES series (such as the dreadfully stinky STATISTICS FOR DUMMIES), this book on card games is only partially useful to the total novice. And so, FOUR STARS. 0 of 0 people found the following review helpful. Provides Good Instructions For Traditional Card Games, Plus Teaches Internet Poker And Casino Gambling-Adult Game Oriented By Robin

Card Games for Dummies is a compilation of "six books" on card games, poker, Texas Hold'em, internet poker, bridge and casino gambling. This book teaches traditional card games, but also devotes entire books to internet poker and casino games (even games like slot machines and roulette that don't use cards). From the book title, I assumed this book would focus on traditional card games. It's okay that it covers gambling games, but it makes for a long book, plus the gambling coverage makes the book more adult oriented. The good news is that it's organized by separate "books" so topics of no interest (such as internet poker in my case) can be skipped. Also, the book has a good index in the back for finding card games and topics of interest. **Card Games for Dummies** covers traditional card games in a way that's relatively easy to understand. Rummy is a game I played as a child and couldn't remember how to play. To use it as an example, the book is easy to follow as it says what you need to play, how many players, the setup, objective, how to play, strategy, scoring, etc. It also gives diagrams to illustrate concepts like scoring, or an illegal run that mixes suits as compared to a legal run that follows suits. The Gin Rummy variation is also provided. This book covers a variety of other card games, like Fan Tan, Solitaire, Hearts, Spades and more. Children's games like Go Fish, War, Slapjack and others are included, and then whole books are devoted to poker,

Texas Hold'em and Bridge. I don't know enough card games to know if this book has missed some good card games or not. While I think this is basically a good book, I would have appreciated a shorter book with less commentary about the obvious and tangential topics. For example, this book assumes the reader has never seen a deck of cards- it talks about such basic information like how many cards are in a deck, that a deck has four suits, the concept of shuffling a deck, etc. It seemed like information almost any child would know. Another example is the inclusion of topics like smoking and tipping etiquette while gambling in Las Vegas. There's quite a bit of extraneous commentary that seemed like a waste of space. Others may appreciate that type of information, but it's just not of interest to me. Still, Card Games for Dummies is good at teaching some traditional card games, and for those who are interested it covers internet poker and casino games too.

Play your cards right and get an ace up your sleeve Whether you're looking to tackle a Texas Hold'em tournament or beat a friendly competitor at Gin Rummy, Card Games All-In-One For Dummies helps you stack the odds in your favor to start playing and winning the world's most popular card games. From Bridge and Hearts to Blackjack, card games are timeless activities that offer loads of fun, bringing people of all ages together to socialize and have a hand at some friendly competition. But if you're ready to up the ante, this all-encompassing guide gives you the card-playing power to apply winning strategies and tips to master your game of choice and beat your opponents. Build upon and improve your card-playing skills Develop a winning strategy for popular card game Find and play card games online Teach kids to play cards responsibly Whether you're playing for fun or real stakes, Card Games All-In-One For Dummies is your one-stop ace in the hole to come up trumps!

From the Back Cover The ultimate card-player's companion Card games bring people of all ages together, whether for fun or competition. Inside, you'll find expert tips and guidance on how to use strategy, memory, cleverness, and more to become a better player at some of the world's most popular card games. With easy-to-follow explanations for each game including their origins, rules, and tactics, you can quickly become a master card player. 6 Books Inside Card Games For Dummies Bridge For Dummies, 4th Edition Poker For Dummies Texas Hold'em For Dummies Winning at Internet Poker For Dummies Casino Gambling For Dummies