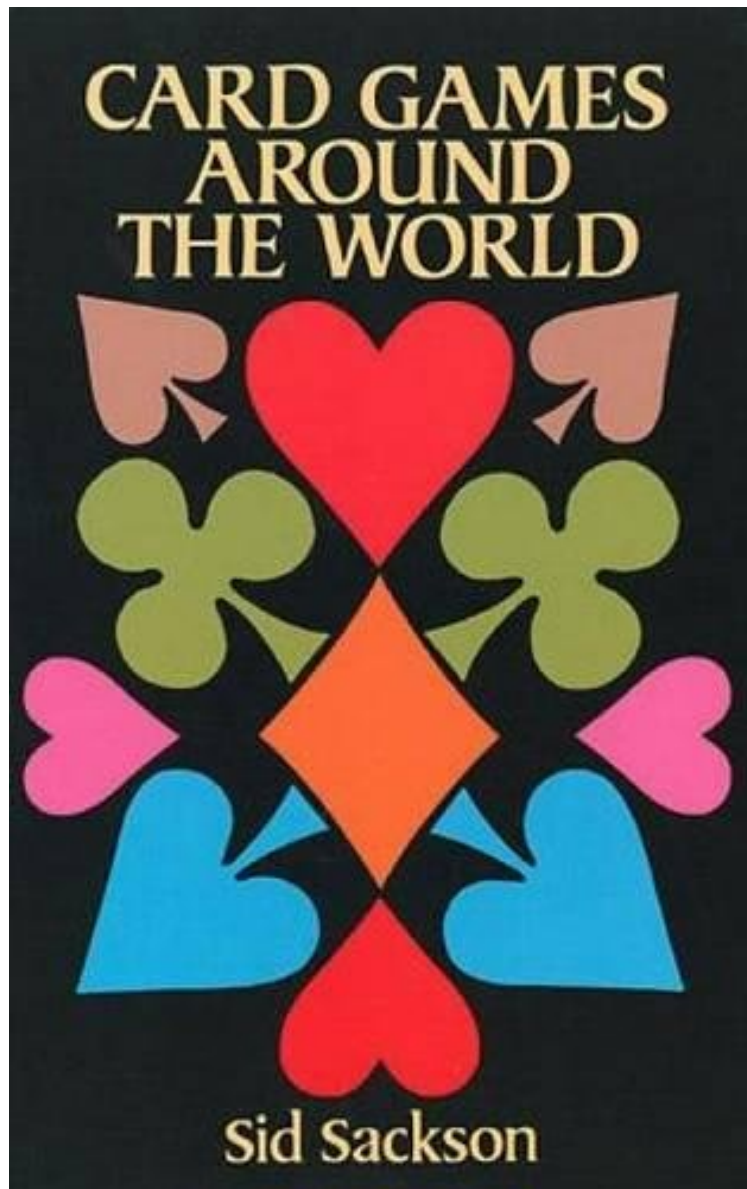


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Card Games Around the World

Sid Sackson

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Sid Sackson : Card Games Around the World before purchasing it in order to gauge whether or not it would be worth my time, and all praised Card Games Around the World:

1 of 1 people found the following review helpful. Best short collection of card games from around the world By Reasonable Reviewer This is a wonderful book of card games by the master game designer and player, Sid Sackson. It covers games from all over the world and explains the rules in simple, easy to understand form. This is a must have

book for the serious card game aficionado. 1 of 1 people found the following review helpful. A must of game designers. By Scott Rogers Sackson's writing style is drier here than it is in "A Gamut of Games" but the information is fantastic. In fact, this book helped me crack a four-year old design problem I was having with one of my prototypes. Even after his death, Sackson is still the king of games! 1 of 1 people found the following review helpful. Worth the money. By Watcher A good book, worth the money.

A leading inventor and collector of games, Sid Sackson is also an expert on game history. For this highly entertaining volume, the self-proclaimed "game addict" has selected over 60 popular games from around the world. A brief but fascinating introductory chapter to the history of card playing is followed by a valuable glossary of terms associated with this popular pastime. Additional chapters supply instructions, detailed illustrations, and an abundance of clear examples for playing such intriguing diversions as Sampen, Kowah, Kabu, Cha Kau Tsz' and Khanhoo from Asia; Skat, Blackjack, Old Maid, Fan Tan, Eights, Klondike, La Belle Loucie, Accordion, and Hearts from Europe; Whist, Blackout, Cribbage, Spoil Five, and Casino from the British Isles; Pif Paf, Samba, Bolivia, and Canasta from Latin America; and Poker, Pinochle, Contract Bridge, Rummy, and Oklahoma Gin from the United States. Most games can be played by children or adults with a common deck of 52 playing cards (a few will need additional cards from a second deck).

.com Most of us know a handful of classic card games and are aware of a few more, but Sid Sackson's book presents a wealth of card table enjoyment that most of us never suspected existed. Included are fascinating, exotic, and downright fun games from across Asia, Europe, and Latin America. There are more than 60 included, ranging in difficulty from easy to hard, and able to entertain anywhere from two to a tableful. The American games range from old favorites to recently created amusements--including a football card game that will keep gridiron fans going through July and August.