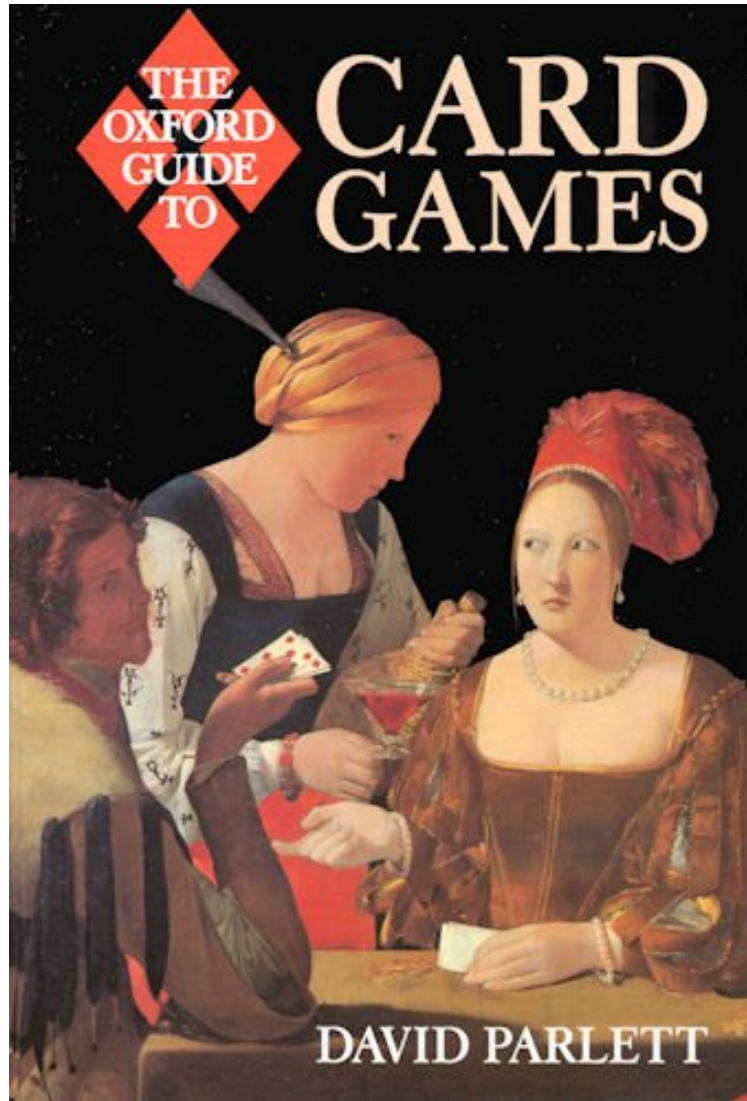


(Download) The Oxford Guide to Card Games (Oxford guides)

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David Parlett

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David Parlett : The Oxford Guide to Card Games (Oxford guides) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Oxford Guide to Card Games (Oxford guides):

6 of 6 people found the following review helpful. The Best Book On The Subject (The Only Book On The Subject)By A CustomerThere are many books describing the rules of card games, but this is the only book that explains why the rules are what they are. David Parlett's text winds through the intriguing history of card games. From early gambling games to modern contract bridge, this book explains why we play what we play. This book is for anyone who ever wanted to know where the jokers came from or what all those suit symbols meant. A great gift for the game players in

your family.

Imported from the Mamluks of Egypt, card games first hit Europe around 1371 and within ten years had spread like wildfire from Spain and Italy to France and Germany. By 1420, German and Swiss cardmakers were producing packs by the thousands (first by stencil, later by metal engraving) marked with a bewildering array of suits, including hounds, bears, parrots, roses, helmets, banners, and bells. Games proliferated as well, and by 1534, Rabelais could name 35 different card games in Chapter 22 of *Gargantua*. Today, of course, there are thousands of games, from the universally popular Poker and Contract Bridge, to national manias such as Swiss Jass, German Skat, and French Belote. Now, in *The Oxford Guide to Card Games*, internationally renowned game expert David Parlett provides a fascinating historical guide to cards in Europe and America. Unlike other books, this is not primarily a book of rules or hints on how to play better, but a unique survey of where the games originated, how they have developed over time, and what their rituals and etiquette tell us about the people who play them. Parlett discusses such ancient games as Karnoffel (German for "hernia"), in which the King could be captured by cards named Pope, Kaiser, Devil, and Karnoffel (this subversive ranking was decried by civic authorities and Karnoffel was even banned in Augsburg in 1446, but it was very popular among soldiers and workers). We learn that the term "Bower" in Euchre comes from the German word Bauer (Boer in Dutch), which means "farmer" or "Jack," and that Poker comes from the German word Pocher, which means "bash" or "pulverize" or "brag" (Poker is, as Parlett points out, ultimately a bragging game, in which players boast--or bet--that their hand is best). And we follow the rise and fall of such games as Piquet, which was once far and away the best loved game in Europe, and Canasta, which became a world-wide phenomenon in the 1950s, for a while rivaling Contract Bridge in popularity. The first book to explore the history of cards in the West, this attractively illustrated volume is both informative and entertaining. Whether your favorite game is Poker or Pinocle, Cribbage or Gin, Contract Bridge or Crazy Eights, you will find much here to fascinate and amuse.

From Library Journal
In this book Parlett recounts the history and evolution of the cards used in different countries and different games. He also classifies the various types of games and shows how they developed. However, this book is not about how to play cards. It does not give the "official rules" of most games nor does it attempt to describe the tactics or strategies associated with the individual games. In fact, if you do not already know a game being described, the rules given would be barely sufficient to get you started. However, the book would be an excellent starting point for someone interested in doing historical research on cards and card-playing. For this reason and because of the continuing popularity of card-playing as a hobby, the book is a worthwhile addition to larger public library collections.- Harold D. Shane, Baruch Coll., CUNY
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About the Author
About the Author: David Parlett is one of the world's leading authorities on games. He is the author of many books on card and word games, the inventor of several board games, including Hare and Tortoise, which has been published in ten languages, and an adviser to film and television companies as well as computer firms producing card-playing software.