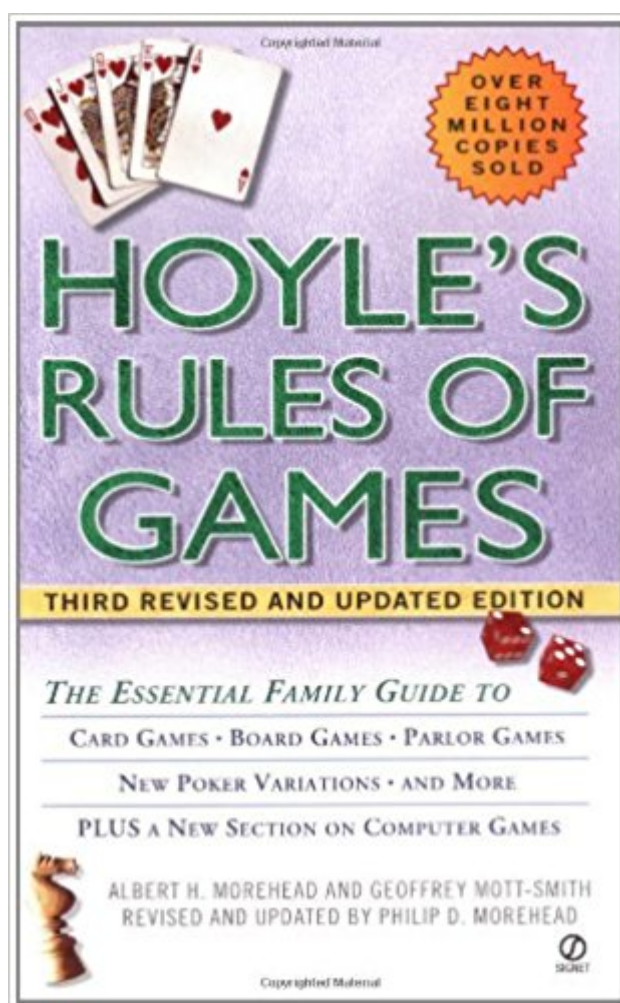


The book was found

Hoyle's Rules Of Games: The Essential Family Guide To Card Games, Board Games, Parlor Games, New Poker Variations, And More



Synopsis

Learn how to play, sharpen your strategy, and settle disputes with the revised and updated edition of this classic reference guide – now covering over 250 classic and popular games! In 1742, Edmond Hoyle published the definitive book on the popular game of his day, whist. Games evolve with time, just as whist gave rise to contract bridge. However, more than 250 years later, Hoyle's is still the definitive name when it comes to the rules of the game – whether it's bridge, backgammon, Scrabble® or Blackjack. The game player's basic reference, this handy guide has now been updated and expanded and includes rules, strategies, and odds for over 250 games, including such favorites as: Scrabble®, Canasta, Contract Bridge, Gin Rummy, Chess, Backgammon, Solitaire games: Nestor, Pounce, Pyramid, and Russian Bank, Poker variations: Anaconda, Blind Tiger, and Hold'em, Children's games: Beggar-your-neighbor, Memory, and Slapjack, Computer games: Minesweeper and Freecell – And more!

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Customer Reviews

On Men's Health list of 25 THINGS EVERY MAN SHOULD OWN – "A volume without which no home is truly complete." –Slate "For the serious game player." –The Bradenton Herald (Florida) "The source for the rules of

most card games. — St. Petersburg Times (Florida) --This text refers to the Paperback edition.

Albert H. Morehead (1909–1966), known as the “modern Hoyle,” was the games editor of the New York Times, a lexicographer, and the author of more than 50 books on card games. Some of his works include The Complete Book of Solitaire and Patience Games and the world-famous Contract Bridge Summary. Geoffrey Mott-Smith (1902–1960) was cochairman of the ACBL Laws Commission, editor of the ACBL Bridge Bulletin 1935–36, a contributor to The Bridge World, a writer, and a cryptographer. During World War II, Mott-Smith served as chief instructor for the OSS in the training of cryptographers and cryptanalysts. He wrote or cowrote more than 29 books on games and served as games consultant for the Association of American Playing Card Manufacturers. Philip D. Morehead is the editor of The New American Webster Handy College Dictionary and The New American Rogets College Thesaurus and the author of the New American Crossword Puzzle Dictionary and The New American International Dictionary of Music. He is the son of late lexicographer and games expert Albert H. Morehead, the original co-editor of this book, who was the Bridge Editor of the New York Times for over 25 years and the editor of many books on games.

We have an older version and I often refer to it to remind me of rules of games. Sometimes I have found that an older game such as one I played with the grandmother (Spite and Malice) now has a new name and is in box form which I have played with a granddaughter. Such a good game under either name (can't remember the current one, sorry)! When I played with my grandmother, all we needed was a couple decks of cards. Now it comes in a game box and, of course, there is a price tag on it. Still, it is reasonable and I highly recommend it for all ages. Our granddaughter was nine or ten when I introduced it to her and she picked up on it immediately. Note, she is a games enthusiastic.

I wanted to teach my young son how to play several of my favorite card games. Unfortunately, several of them (mostly versions of rummy) weren't covered in this book. I guess some card games aren't as popular as they once were. I can't really recommend it, particularly the Kindle version (you can't get back to the table of contents from the text without going back to the beginning of the book.)

Nice overview of many games, but I expected something more comprehensive. Example: some Rummy games that I played years ago are not in here, or I can't find them. An index would be nice.

This is not a bad collection of game information, however it really just wasn't what I was looking for. This being said I would recommend this to people looking to learn some more commonly played games, just don't expect to find a lot of information for card games that do not use a French suited bicycle deck. (In other words a poker deck). I was really hoping to find some new games using Spanish suited Baraja decks or German suited Magyar decks.

Just what I needed. We never can remember the rules to card games....now I have it at my fingertips

You know how important it is to have the rules.....These are the rules :-)

Mainly bought this book to argue some Euchre rules to some friends of ours. I even learned a couple new things myself. Pretty excited to have my first book of Hoyle & learn some of these card games!

When you are retired and the weather is too hot or too cold to be outside, and the television is an insult to your intelligence, values, and morals-and maybe you're not up to any hanky-panky--take out a deck of cards to play a good game with your spouse! JUST BE SURE YOU HAVE THIS BOOK TO KEEP FROM ARGUING ABOUT THE RULES!

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