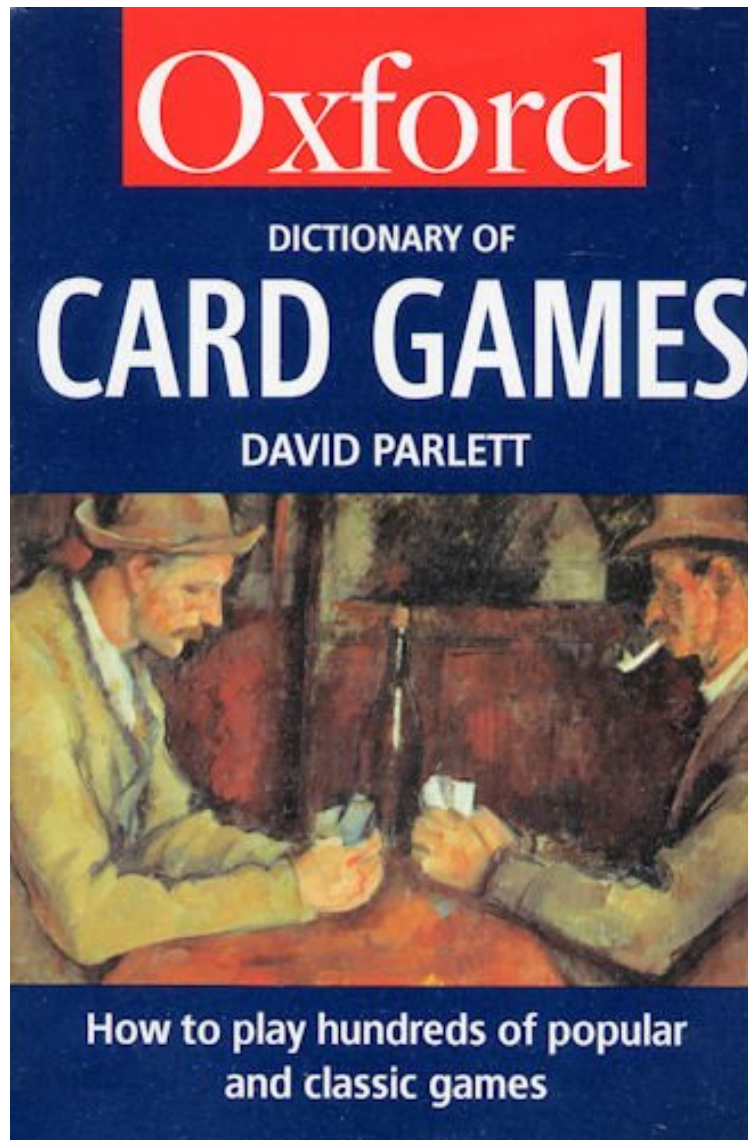


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## Dictionary of Card Games

*David Parlett*

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**David Parlett : Dictionary of Card Games** before purchasing it in order to gage whether or not it would be worth my time, and all praised Dictionary of Card Games:

0 of 0 people found the following review helpful. It is literally a dictionary of card games--they are not ...By Travis EberleIt is literally a dictionary of card games--they are not grouped by number of players or style of play. This means that if you're looking for the rules to a particular game looking ahead to the next couple of games will introduce you to something you may never have heard of, which is more than can be said for the various iterations of According to Hoyle compendiums. Parlett has a few writing eccentricities, and devotes some space to games of his own invention

but any card player who is hungry for new challenges would do well to have this book on his or her shelf. 19 of 19 people found the following review helpful. Highly recommended! An excellent reference book. By dan.glimne@swipnet.se "A Dictionary Of Card Games" by David Parlett is one of the most comprehensive books ever published on Western card games. A companion volume to the earlier "The Oxford Guide To Card Games" by the same British author, it gives the rules, in a clear and concise yet entertaining manner, of several hundred card games; just about every European and American card game you can think of, including "national" card games such as Jazz (Switzerland), Ulti (Hungary) and Scopa (Italy). You will also find the rules for a number of the "historic" card games that have now largely gone out of fashion, but which you may come across in novels and films: Primera, Trappola, Bezique, Boston Whist, Conquian and many others. The games are arranged alphabetically, with many cross-references, making it easy to find what you are looking for and at the same time making for fascinating browsing. A nice touch is that you also get a bit of mini-history with many of the games: where and when it originated. Also, you will find a short section on Tarot games -- yes, it is a deck for playing games with, the idea of "divination" using Tarot cards is a much later invention -- in the book. The introduction is, in line with the rest of the contents, very informative. It discusses the classification of card games, answers the question "Why are there so many card games?", and finishes off with five pages of etiquette at the card table and sensible all-around advice. There is also a long appendix listing terms used in card-play. A highly recommended book and a superb reference work on card games; an absolute must-have for the shelves of anyone interested in the subject. 10 of 11 people found the following review helpful. Not just another book of card games. By A Customer There may be millions of card games in the world, but there are probably more books about card games. Most of them just cover the same games over and over again. This book covers the games that most of the others tend to miss. This book includes: Great games of the past like Hombre. Games played widely in other countries like Scopone. Unusual games not played widely anywhere like Ninety-Nine. All in all, a book that deserves to stand out from the crowd of lesser "Hoyles."

Arranged in alphabetical order for ease of reference, this unique, comprehensive new book shows readers how to play virtually every card game in the western world. Here, David Parlett, a professional games inventor and author of numerous books on card games, provides clear and expert advice on both the rules of play and winning strategies. The breadth of the book is amazing, covering everything from classic card games (Bridge, Canasta, Hearts, Poker, Rummy, Whist) to popular party and family games (Old Maid, Newmarket, Oh Hell!) to games played in bygone days (Boston Whist, Hombre, Piquet, Trappola). It also offers sections on great national games such as Belote (France), Cribbage (Britain), Scopa (Italy), and Skat (Germany); explanations of a fascinating array of solitaire games; and entries on games not usually included in books of this type, such as those played with Tarot cards. Card enthusiasts will also find a host of little encountered games with such idiosyncratic names as Cucumber, Go Boom, I Doubt It, Phat, Pishti, Spinado, and Spite and Malice, and will appreciate the glossary of cards terms contained in an appendix. A Dictionary of Card Games is certain to entertain and enlighten anyone who enjoys a good game.

About the Author About the Author: David Parlett is an internationally renowned inventor, writer, and researcher in the field of games. Among his games is Hare and Tortoise, which has been published in ten languages and won three Game of the Year awards. His books include Poker and Brag, Card Games for Everyone, Original Card Games, and History of Card Games (Oxford, 1991).