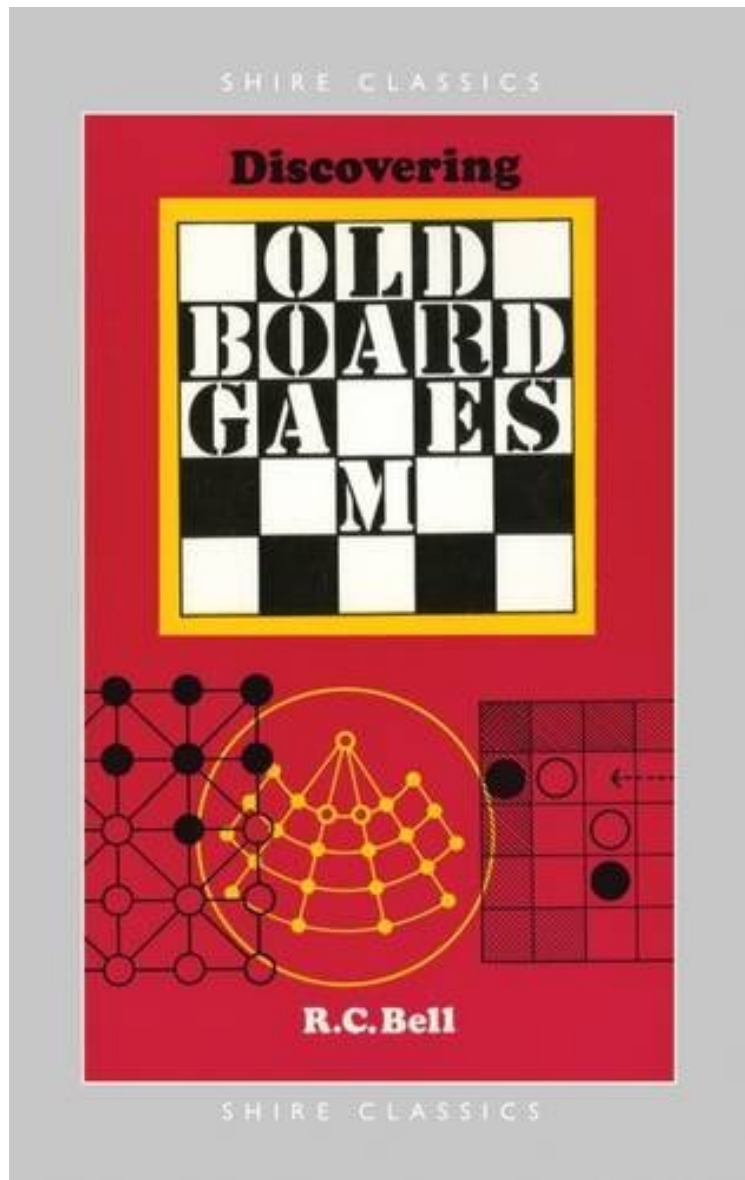


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Discovering Old Board Games (Discovering)

R.C. Bell

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R.C. Bell : Discovering Old Board Games (Discovering) before purchasing it in order to gage whether or not it would be worth my time, and all praised Discovering Old Board Games (Discovering):

2 of 2 people found the following review helpful. An excellent book for those interested in early gamesBy Reasonable ReviewerR.C. Bell was an amazing game researcher. His tomes on games of the American Indian, the Far East, and this book on early games is an excellent treatise.This is really an academic collection. Yes, true, you can play the

games. I have constructed boards and pieces and played games from this book and other R.C. Bell books with friends and families. This is a very useful book if you are looking to recreate period games, ala the Society of Creative Anachronism. If you are looking for a quick and easy book on new games then I concur with the previous two reviews that this is not the book for you. In service, Rich[...] 0 of 0 people found the following review helpful. but not quite as useful as I was hoping. By Wesley Hall It's a cute little book, but not quite as useful as I was hoping. Still I like it and thank you. 2 of 2 people found the following review helpful. Very tiny book. By Ed Pegg Jr I bought up some books discussing chess variants, and this was one I bought somewhat carelessly. This is an 80 page tiny book. If you look over the wikipedia articles on backgammon, parchisi, go, shaturanga, checkers, chinese chess, shogi, halma, mancala, and nine men's morris, you'll have covered 95% of the content in this book. What's in here is well written, and the diagrams are good. A young person might find this book delightful. But there isn't much in here.

This book contains descriptions of sixty board games, drawn from an immense range of history - from 3000 BC through to the turn of the nineteenth century. Accounts of these games have been gleaned from archaeological reports, traveler's tales, anthropological studies and foreign-language accounts of games, translated into English for the first time. Using the detailed text and fifty-nine diagrams it is possible for the reader to construct their own boards and pieces and enjoy hours of play. Perfect for toy and game collectors, this book can also bring something different to family occasions - instead of the usual board games, why not play a number game that was once popular among the intelligentsia of the middle ages?

About the Author The late R. C. Bell was born in 1917 in Sudbury, Ontario, and came to England in 1928. He qualified MB BS (London) in 1941. He became a plastic surgeon but is now retired. He has a large collection of old games and has written five books in the Shire Discovering series.