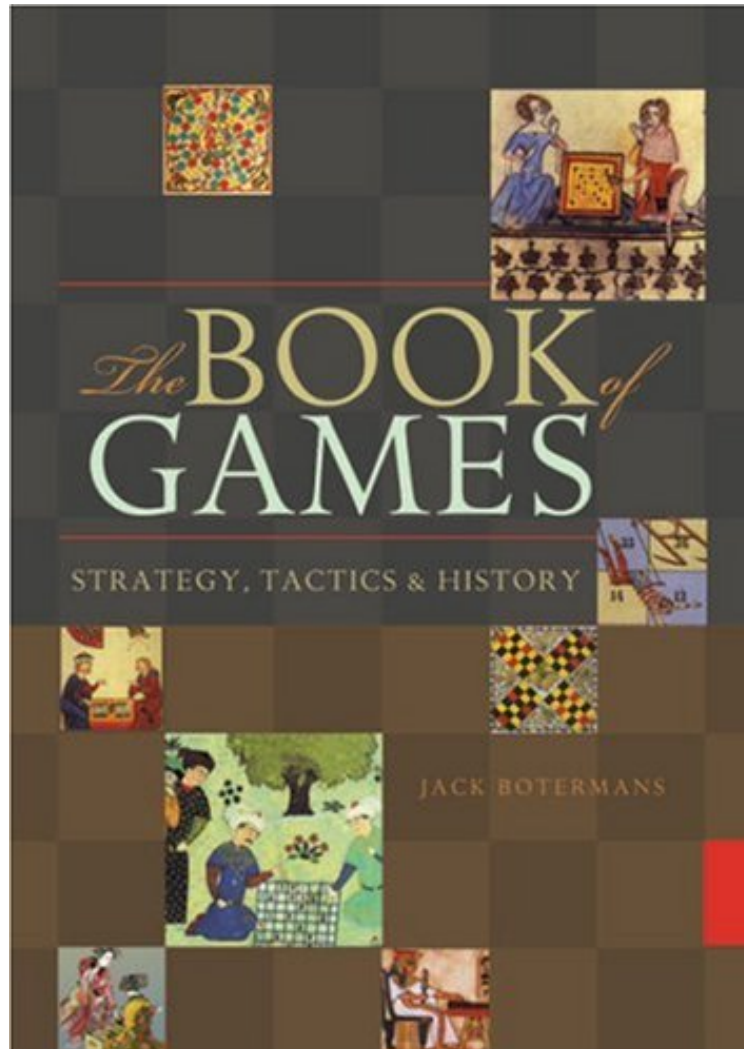


(Download pdf) The Book of Games: Strategy, Tactics History

The Book of Games: Strategy, Tactics History

Jack Botermans

DOC | *audiobook | ebooks | Download PDF | ePub



DOWNLOAD



READ ONLINE

#440635 in Books 2008 Original language: English PDF # 1 1.92 x 8.68 x 11.261, 5.83 #File Name: 1402742215736 pages | File size: 24.Mb

Jack Botermans : The Book of Games: Strategy, Tactics History before purchasing it in order to gage whether or not it would be worth my time, and all praised The Book of Games: Strategy, Tactics History:

3 of 3 people found the following review helpful. Pretty good - with one huge flawBy MeadmakerThis is a pretty good book. It covers a wide variety of games, including some famous and not so famous ancient games. I learned, played, and enjoyed Ming-Mang. Took a look at lots of others. I generally enjoyed it.Each game is covered with rules, pictures, history, and a sample game.However....THE XIANGQI RULES ARE WRONG! Xiangqi (Chinese Chess) is possibly the most popular board game on the planet, and they got the rules wrong. I don't know where they got their rules, but they are wrong. It makes me wonder if I can trust the rules for other games. Also, the Hneftafl rules are different than any other version I've seen. We can't say that they are "wrong" because no one knows what the "right"

rules are for this game, but it strikes me as odd that it's a version I've never seen. 0 of 0 people found the following review helpful. This is a very pretty book, inside and out. By David McCord Judging a book by its cover swings both ways. This is a very pretty book, inside and out. The writing - not so pretty. The facts - often inaccurate and incomplete. And typographical errors all over the place. Still - I'll keep it on the shelf. It *looks* good. 0 of 0 people found the following review helpful. Pretty and heavy. By M. A. This book is gigantically heavy and well illustrated. It has lots of pictures and is printed on heavy photo paper. This might work good as a nice gift, but for practical study it's kind of a pain. "Board and Table Games from Many Civilizations" by R.C. Bell will give you a ton more games in a more compact form. It has a nice section on Rithmomachia which is kind of hard to get some good details about online.

This lavishly illustrated 736-page reference provides a lifetime of entertainment! It contains complete rules, playing tips, and instructive move-by-move examples of 65 fun and diverse games. They range from Senat, a pastime enjoyed by King Tut, to Hex, invented by a 20th-century mathematician; from strategy games like Siege of Paris to dice games like Chuck-a-Luck to chase games like Pachisi; from Asian Shogi to African Wari; and from traditional Chess and Go to modern creations like Mastermind and Othello. Colorful illustrations show old-time and modern players, game boards, and equipment alongside fascinating anecdotes and curious facts about games throughout history. For every player, this one's a sure winner!

From Booklist Some 65 international games are described and demonstrated in this colorful book. Ranging from dominoes to mancala and shogito Yut, each entry highlights the games origins, versions, and playing rules. Additionally, culture and history are explored through games, as in the entry for The Royal Game of Ur, one of the oldest board games ever found. Color illustrations and diagrams are used liberally to illustrate strategic moves and the variations of game boards and pieces, while photographs show the games being played. The index lists the games, with subheadings for history, moving pieces, opening moves, etc., but does not index all of the volumes content. A geographic index, time line, and world map showing the development of games would have made this a much more useful reference source. However, the illustrations and histories make for interesting browsing and reading. Libraries should consider this for their circulating collections. --Sue Polanka