

(Free pdf) The Complete Book of Solitaire and Patience Games: The Most Comprehensive Book of Its Kind:  
Over 225 Games

## **The Complete Book of Solitaire and Patience Games: The Most Comprehensive Book of Its Kind: Over 225 Games**

Albert H. Morehead, Geoffrey Mott-Smith  
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of the paper/print isn't very good. 0 of 0 people found the following review helpful. Perfect for our solitaire club where we learn to play ...By P. Bockmiller Perfect for our solitaire club where we learn to play the game chosen one week and then play that game for the rest of the month at our meeting. New month, new game. Book really shows games of the type we like.

This is the new updated edition of the classic book for the novice player and seriously addicted alike. Test your wits against 225 of the best card games ever invented - from familiar and famous to the strange and new. From Canfield, Klondike and Napoleon's Forty Thieves to Boomerang, Bristol and Sudden Death. Right here, the odds are in your favour for endless hours of fun. But you may have a way to go to become a winner!

From the Back Cover In addition to including all of the best and most frequently enjoyed games of solitaire - like Canfield, Klondike, patience- Authors Morehead and Mott-Smith have added a generous selection of brand-new games to the battle of wits against chance. Try your skill at Boomerang, Bristol, Sudden Death. About the Author 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 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.