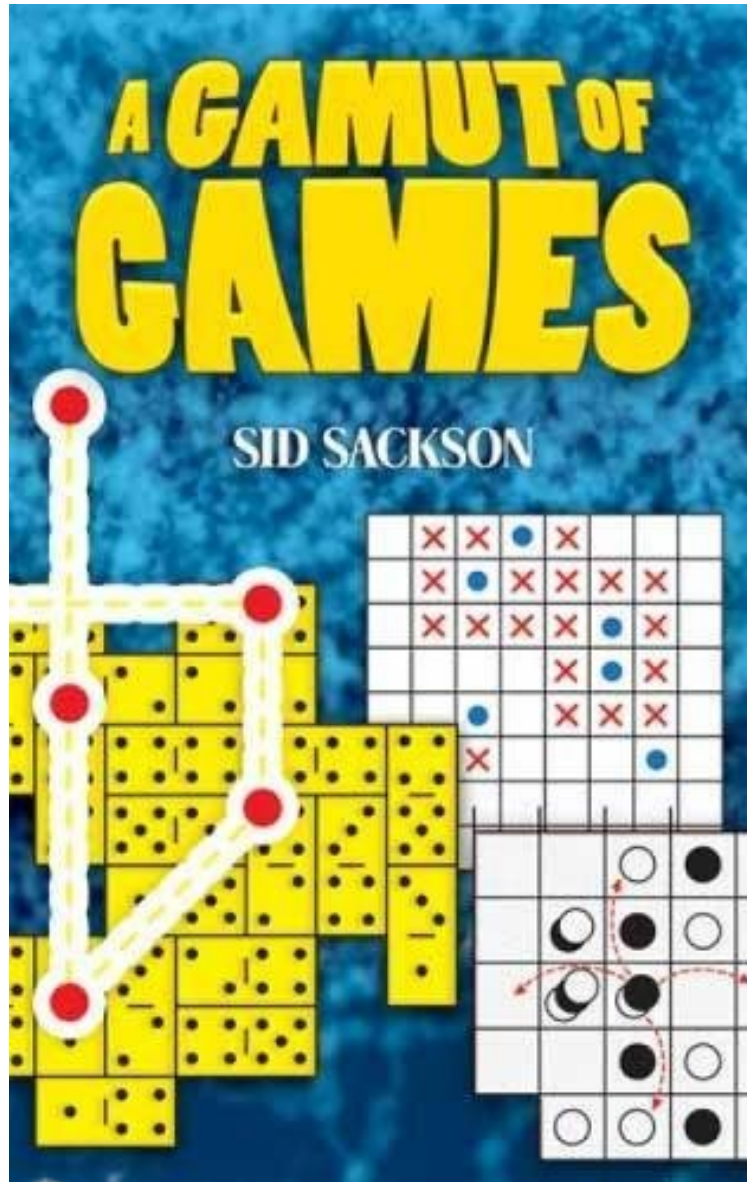


## A Gamut of Games

*Sid Sackson*

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**Sid Sackson : A Gamut of Games** before purchasing it in order to gage whether or not it would be worth my time, and all praised A Gamut of Games:

1 of 1 people found the following review helpful. Definitely recommend for fans of physical gaming By PeteGreat book. Fun stories, interesting games, and a quick read. Definitely recommend for fans of physical gaming. 3 of 3 people found the following review helpful. Looking for new card games to play? By Daniel This book is great for

people looking for new games to play out of the norm. Each game is explained well with rules and illustrated diagrams from actual games. It has tons of standard playing card games, some designed by Sid Sackson some by his friends. There's abstract strategy, pencil and paper games and a new take on tic-tac-toe. It's great for people interested in board game/ card game design. 3 of 3 people found the following review helpful. A fantastic treasure trove of gaming goodness. By David William Wilt. Tons of fantastic games available here. Highly recommend picking this up for any board gaming enthusiast. It's the perfect size to fit in with my "generic gaming" tackle box (a few packs of cards, dice, pens, pencils, and a full set of pyramids) so it's a pleasant way of breaking out and playing new games while on the go.

"A genuine milestone in the literature of both games and mathematical recreations." Martin Gardner, *Scientific American*. An authority on game history selects 38 of his all-time favorite amusements, including 22 of his own remarkable creations. Sid Sackson presents solitaire, strategy, and party games that can be played by children or adults with such common items as cards, checkerboards, dice, pencils, and paper. Diagrams and an abundance of examples, together with clear explanations of strategy and goals, show how to play such intriguing entertainments as *Mate*, a game of pure skill and logic; *Blue and Gray*, an exciting variation of Checkers; *Plank*, an advanced version of Tic-Tac-Toe; *Knight Chase*, a form of hide-and-seek on the checkerboard; *Last Word*, in which players select letters to form words in two, three, or four directions; *Crossings*, a fast-paced battle in which pieces move forward in a group; and other challenging diversions. The author also presents brief reviews of more than 300 other games.