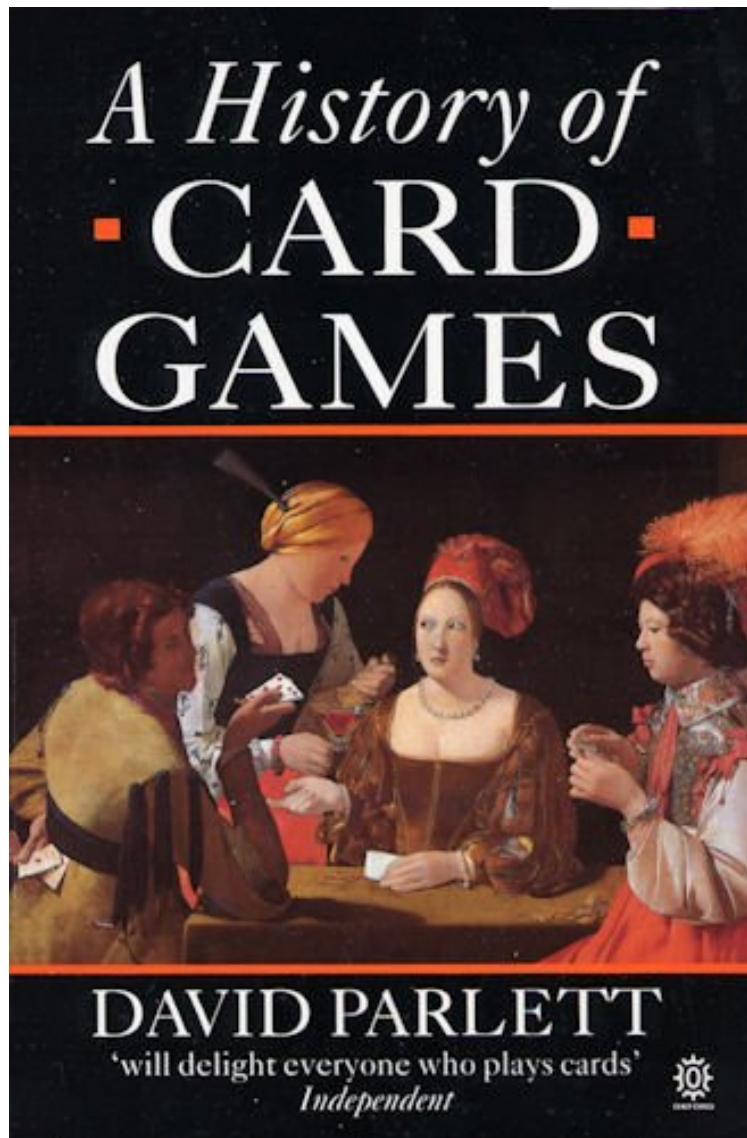


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A History of Card Games

David Parlett

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

1 of 1 people found the following review helpful. Lots of Good Information, But. . .By W. PhillipsDavid Parlett is probably the the foremost authority on card games in recent times. I got the book to help with some research I'm doing on card playing in the late 18th and early 19th The book is full of information, but for my purposes, that information could be a bit easier to access.0 of 0 people found the following review helpful. it's pretty good.By leeI bought this as

a gift for a man who plays cards a great deal. He liked the book. I found it a bit more tedious to read than I had expected. But that's my problem, not the book's. 3 of 7 people found the following review helpful. Not as Advertised By D. Damico One of the things that I was attracted to in 's description of this book is the claim that it is "illustrated." I have seen books that are illustrated and believe that to mean there are pictures. Considering this is a book that is suppose to describe card games and it's history, how can the entire book be without any pictures whatsoever? I am a graphic designer and consider illustration to be important to any historical referencing. No matter how good others may think of this book, I am now tainted because of how it was advertised and what it actually is. I'd suggest anyone wanting to get a much more interesting description of the history of card games to buy, "Playing cards" by W. Gurney Benham. It may be hard to find but it is an easy read, full of historical information and truly illustrated with playing cards from over 500 years of history.

Imported from the Mamluks of Egypt, card games first hit Europe around 1371 and within ten years had spread like wildfire from Spain and Italy to France and Germany. By 1420, German and Swiss cardmakers were producing packs by the thousands (first by stencil, later by metal engraving) marked with a bewildering array of suits, including hounds, bears, parrots, roses, helmets, banners, and bells. Games proliferated as well, and by 1534, Rabelais could name 35 different card games in Chapter 22 of Gargantua. Today, of course, there are thousands of games, from the universally popular Poker and Contract Bridge, to national manias such as Swiss Jass, German Skat, and French Belote. Now, in *The Oxford Guide to Card Games*, internationally renowned game expert David Parlett provides a fascinating historical guide to cards in Europe and America. Unlike other books, this is not primarily a book of rules or hints on how to play better, but a unique survey of where the games originated, how they have developed over time, and what their rituals and etiquette tell us about the people who play them. Parlett discusses such ancient games as Karnoffel (German for "hernia"), in which the King could be captured by cards named Pope, Kaiser, Devil, and Karnoffel (this subversive ranking was decried by civic authorities and Karnoffel was even banned in Augsburg in 1446, but it was very popular among soldiers and workers). We learn that the term "Bower" in Euchre comes from the German word Bauer (Boer in Dutch), which means "farmer" or "Jack," and that Poker comes from the German word Pocher, which means "bash" or "pulverize" or "brag" (Poker is, as Parlett points out, ultimately a bragging game, in which players boast--or bet--that their hand is best). And we follow the rise and fall of such games as Piquet, which was once far and away the best loved game in Europe, and Canasta, which became a world-wide phenomenon in the 1950s, for a while rivaling Contract Bridge in popularity. The first book to explore the history of cards in the West, this attractively illustrated volume is both informative and entertaining. Whether your favorite game is Poker or Pinocle, Cribbage or Gin, Contract Bridge or Crazy Eights, you will find much here to fascinate and amuse.

About the Author About the Author: David Parlett is one of the world's leading authorities on games. He is the author of many books on card and word games, the inventor of several board games, including Hare and Tortoise, which has been published in ten languages, and an adviser to film and television companies as well as computer firms producing card-playing software.