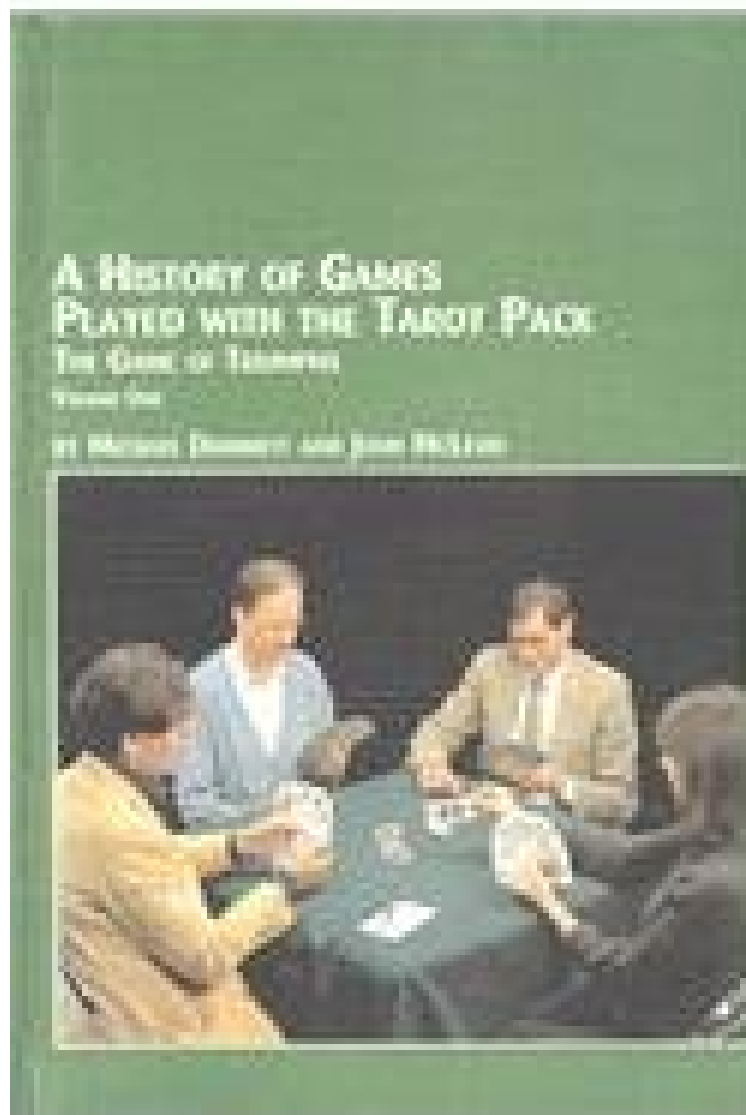


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A History of Games Played With the Tarot Pack: The Game of Triumphs, Vol. 1

Michael Dummett, John McLeod

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Michael Dummett, John McLeod : A History of Games Played With the Tarot Pack: The Game of Triumphs, Vol. 1 before purchasing it in order to gauge whether or not it would be worth my time, and all praised A History of Games Played With the Tarot Pack: The Game of Triumphs, Vol. 1:

4 of 4 people found the following review helpful. It will change your perception of Tarot forever!By JIM WICKSONThis is a two volume set covering virtually all that is now known of Tarot, Tarock, and Tarocchi games. The sole concern of these two volumes is the evolution of the Tarot card game rules with only a mention in passing of the occult uses of Tarot cards in the preface and very few illustrations of Tarot cards. Essentially, this is an update of Dummett's earlier 1980 book "Game of Tarot."Contrary to popular myth, Tarot cards were not originally intended for divination or any occult purpose. Tarot cards were originally intended for playing a type of trick taking card game with the so-called "Major Arcana" as a fixed trump suit. The Tarot game gave birth to trump suits common in popular card games such as Bridge and Spades.Tarot games continue to be played in areas such as France, Italy, Switzerland and central Europe but resources on the rules for these games, as opposed to the divinatory uses for Tarot cards, are sadly scarce in the English language.I find the book's title to be ungainly, the cover unattractive, and the price to be steep, but I recommend it to everyone especially all game players because I guarantee that anyone who digs into the actual contents will never look at Tarot cards the same way again. You will enter a whole different world of Tarot, not as a divinatory art, but as a rather fun type of card game excellent for family game nights. I consider it a crime against our culture that this other world of Tarot, the family of card games, is being kept hidden from us by most mainstream Tarot publishers.7 of 7 people found the following review helpful. A real masterpieceBy Mikko SaariMy guess is that more than 99% of what is written about tarot in English is about fortune-telling. That's too bad, as divination wasn't the original purpose of tarot cards. They are playing cards, made for playing games - and there are plenty of great games played with the several different tarot packs, many of which are played actively even today.Michael Dummett is one of the leading experts in the field of tarot games, while John McLeod, the owner of Card Games web site is one of the leading experts on card games in general. Together they have created an excellent book, covering basically all forms of tarot played in Europe. The book is based on all sorts of documents and literary sources, but also plenty of fieldwork amongst the actual players of the games.This is a very professional and serious book, filled mostly with rules of games. Casual card gamer will probably find it rather dry and over-whelming, and will fare better with what McLeod has published on his web site. For serious tarot fans, there just isn't another book like this. You need to have this book in your collection, no doubt about it.The first volume covers tarot games of Italy, France and Switzerland, from the earliest games to the modern French and Italian games. The second volume covers the Austrian 54-card branch.

This two-volume book gives as comprehensive a history as can be achieved at the present time of a family of card games that originated in the first quarter of the XV century, and is therefore one of the very oldest still practiced. It is the family of games played with the Tarot pack. Contrary to popular belief, the Tarot pack was not invented for fortune-telling or any other occult purpose: that was an accretion dating from the late XVIII century. It was invented to play a new kind of card game: its great contribution was to introduce the idea of trumps into card play. The games spread to France and Switzerland in the early XVI century, and subsequently over almost the whole of Europe. In doing so, it developed a great multiplicity of different forms: the family is far more diverse than any other, while retaining a constant central core. This book will gather material that is widely scattered and very hard to come by, a good deal of it not otherwise accessible in print at all. It will therefore be an indispensable reference work for all who are interested in the history of this game or any particular branch of it. It will also give examples, more instructive than could be given from any other family of card games, of how games evolve. Finally it will be of prime value to any who wish to play one or more forms of the game.

"Pr. Sir Michael Dummett is the leading authority on the history of the Tarot and John McLeod maintains the reference Internet site on card games. They have produced an impressively thorough compendium of all the rules of the game of Tarot that are documented. Doing this, they offer all researchers interested in the subject a powerful tool for the history and spread of the game of tarot and thus a great lesson in cultural history. The rigorous structure of each chapter facilitates comparisons and offers a comprehensive sight of the subject. With its many appendices and indices it will soon be a reference book for all historians....I strongly recommend this book." - Thierry Depaulis; "A book like this can only be written after years of research, which in the present case includes experience of playing the games. The huge store of knowledge and experience thus gained makes possible the authority and understatement with which the material is laid out." - Prof. Dr. Detlef Hoffmann, Carl Von Ossietzky Universitat Oldenburg"About the AuthorJohn McLeod began his research into card games while studying mathematics in Cambridge in the 1970's. He is the creator and editor of [www pagat.com](http://www.pagat.com), the primary source on the Internet for card game information. He writes regularly for *The Playing Card*, the journal of the International Playing-Card Society, and has visited ten European countries to learn their national Tarot games. In 2000, he was awarded the Modiano Prize for his contribution to playing-card research.