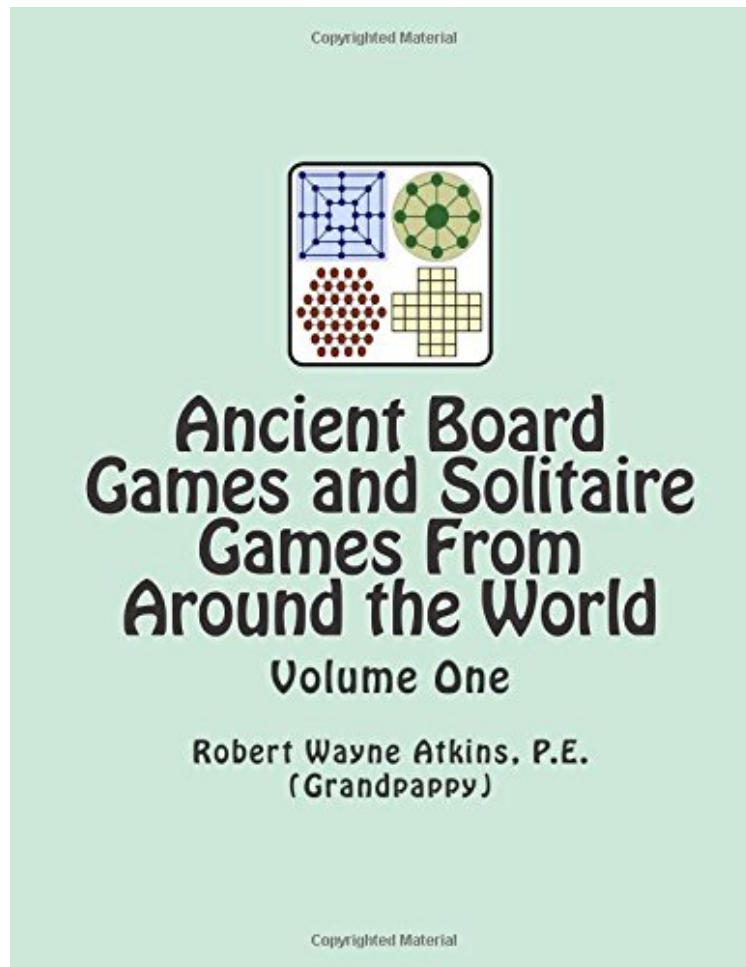


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Ancient Board Games and Solitaire Games From Around the World

Robert Wayne Atkins P.E.

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Robert Wayne Atkins P.E. : Ancient Board Games and Solitaire Games From Around the World before purchasing it in order to gage whether or not it would be worth my time, and all praised Ancient Board Games and Solitaire Games From Around the World:

6 of 7 people found the following review helpful. Very disappointed in this bookBy CustomerThis book was supposed to have a HUGE collection of games. The book uses large type and full page drawings of the boards so there are less than 30 games in the book. It is just in time printed by , which I was surprised at. It was printed locally two days after I ordered it according to the imprint page. It is a very thin 60 pages pulled directly from the website. I am sorry I purchased it at this price. At a much lower price it might be okay but the description is still misleading. For the same price I have an R.C. Bell book that is much more interesting.

This is the book that is mentioned on the "grandpappy.org" hard times survival website. This book contains a collection of approximately 35 very challenging and entertaining board games from around the world, such as Japan,

Egypt, Korea, Scandinavia, Iceland, France, Africa, Italy, England, Denmark, Greece, Arabia, New Zealand, Spain, and China. Some of these games have been around for several thousand years and they have been played by individuals in many different parts of the world who speak a variety of different languages. Because of the translation issues with specific words in different languages, some of the games do sometimes have slightly different rules depending on which continent the game is currently being played. The instructions that appear in this book are the most commonly agreed upon rules for each individual game. However, some of the games do have interesting variations, and when appropriate, those variations are also described. This book is different from other historical game books in the following ways: (1) Each game has a full-color full-size game board printed on an 8.5 by 11 inch page. This size game board is large enough to actually play the game on. Other historical game books sometimes describe the game board in paragraph form or they include a small black and white sketch of the game board drawn in a small rectangle that usually measures approximately 2.25 by 2.5 inches. (2) The interior of the book is printed in full color. Other historical game books have a color cover but the interior of the book is printed in black and white. Printing the interior of a book in black in white is a lot, lot cheaper than printing the interior of a book in full color. (3) The instructions for each game always appear in the following format: origin of the game, number of players, number of playing pieces per player, board design, objective of the game, the starting position of the game pieces, how to play the game, and how to win the game. Other historical game books sometimes describe the games in paragraphs and the details about the game do not appear in any standard order and therefore some of the game details are occasionally omitted. (4) The instructions appear in an 11-point size type that is easy to read for people of all ages, including young children and many senior adults. Other historical game books may be printed using a smaller type that does conserve space but the smaller type can be a little more challenging to read for some people. (5) The instructions occasionally include additional playing rules that have gradually evolved with the passage of time. These additional rules help to prevent the game from frequently ending in a draw (no winner and no loser) or they address special situations that can develop during play that are not covered in the rules that appear in other historical game books. (6) This book is printed in small batches as orders are received. Other historical game books were printed many years ago in large quantities in the hope that someone will eventually buy them. (7) This book does not describe any historical games for which the rules are not known. On the other hand, this book is like most other historical game books because it does not include any playing pieces. You will need to furnish your own playing pieces. You may use the playing pieces from one of your conventional board games, or you may use buttons of two different colors, or you may use small coins, such as pennies, nickels, or dimes.