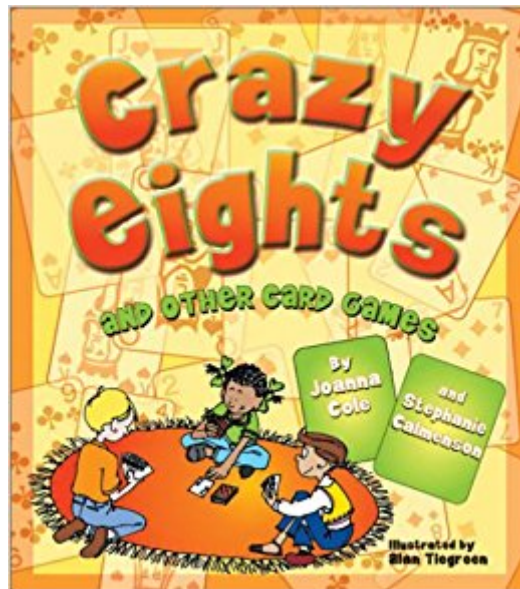


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Crazy Eights: And Other Card Games



Synopsis

The best-ever kids' introduction to card games is back in print! Joanna Cole and Stephanie Calmenson's clear, step-by-step explanations, along with Alan Tiegreen's spunky illustrations and diagrams, make each game easy to understand and play. With 20 card games to choose from, including basic solitaire games like Aces Up and group games from Go Fish to Poker, there's something for everyone. Games like Snap and Concentration help improve math and memory skills, while fast-moving Slapjack and I Doubt It will have kids up out of their seats.

Book Information

Hardcover: 80 pages

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Customer Reviews

Grade 3-5-A good introduction to cards and card playing. Most kids who are old enough to read this book will already have a basic working knowledge of the standard deck; still, it is nice to see it so well described and illustrated. The authors include 20 simple games from "Go Fish!" and "Snap" to beginning rummy and poker. The only notable exclusion is "Hearts," which is a perennial favorite and has easy rules. The text is clear, with big print and lots of white space. Black, white, and red line drawings are often funny and complement the text well. This title is longer than John Belton and Joella Cramblit's *Let's Play Cards* (Steck-Vaughn, 1975; o.p.), but it has more child appeal. JoAnn Rees, Sunnyvale Public Library, CA Copyright 1994 Reed Business Information, Inc. --This text refers to an out of print or unavailable edition of this title.

Gr. 2-5. They're all here, those card games that children play at camp, at home, during recess, and at the house of a friend: war, concentration, spit, go fish, even poker--20 in all, including one or two

for playing alone. Some playing-card know-how prefaces the games, including basics about suit highs and lows, how to hold the cards, and how to shuffle (thankfully, Cole and Calmenson give the OK to just plain mixing cards up on a tabletop). The authors conveniently note the number of players necessary and the game's object before setting down the well-thought-out instructions, which are illustrated with card diagrams (cards appear in black and red where necessary) and Tiegreen's comic cartoon-style drawings. A must for the recreation shelf. Stephanie Zvirin --This text refers to an out of print or unavailable edition of this title.

Got this book because my granddaughter loves card games. Paid over \$30, assuming it came with cards also. Instead, it is a slim paperback book that has \$5.95 marked as list price on the back. I feel very ripped off.

Crazy Eights And Other Card Games is a straightforward, "kid friendly" guide to simple playing card games that children of all ages can easily learn. Black-and-white illustrations and step-by-step instructions about the rules of games like Casino, Concentration, War, Twenty-One, Beginning Rummy, and a great many more guarantee that a deck of cards can be a family fun activity, as well as an ideal solution to children entertaining themselves when they must be indoors during inclement weather.

We discovered this book just after a week's vacation. We had been playing cards with children's card packs - old maid, rummy and go fish. I was anxious to find a book on all of the old children's games that I remember playing, Crazy Eights being a favorite. Not only does this book have lots of games, including many I had never heard of, but the illustrations and rules for playing are explained extremely well. Highly recommended for some family time fun.

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