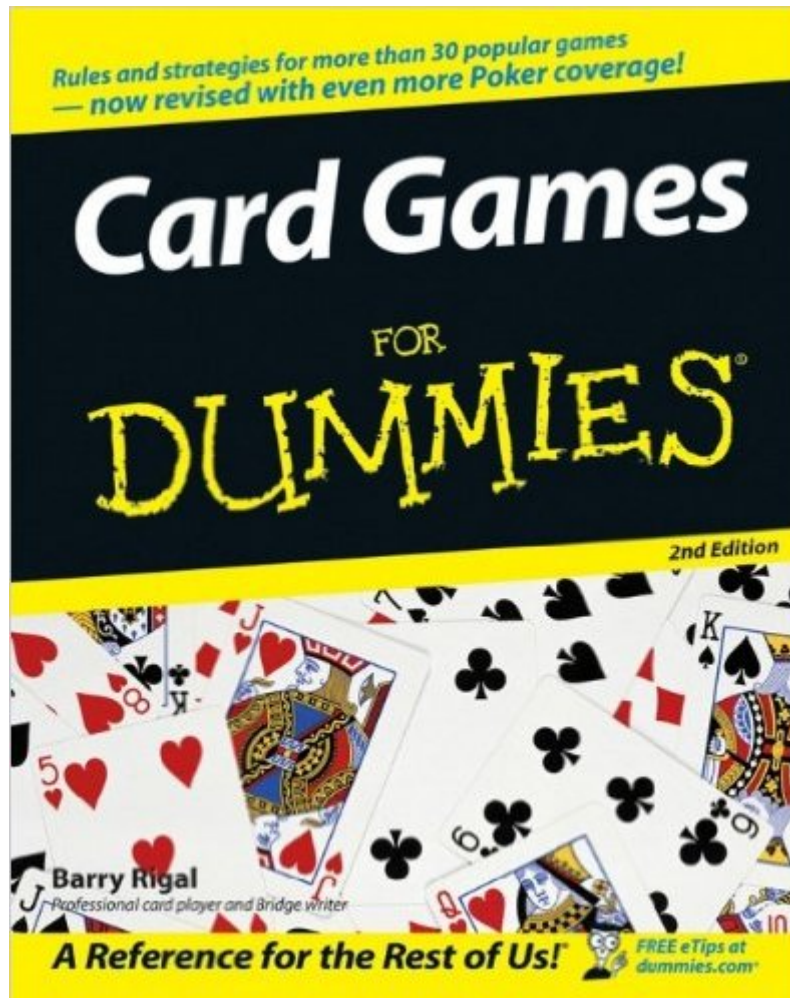


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# Card Games For Dummies



## Synopsis

Card games offer loads of fun and one of the best socializing experiences out there. But picking up winning card strategies is a bit of a challenge, and though your buddies may think that picking up the rules of the game is easy, winning is a totally different story. With *Card Games For Dummies, Second Edition*, you'll not only be able to play the hottest card games around, you can also apply game-winning strategies and tips to have fun and beat your opponents. Now updated, this hands-on guide shows you everything you need to know—the basics, the tricks, and the techniques—to become a master card player, with expanded coverage on poker as well as online gaming and tournaments. Soon you will have the card-playing power to: Pin down your opponents in Texas Hold'em Show off your power in Stud Poker Hit wisely in Blackjack Break hearts ruthlessly in Hearts Mix up the night with Gin and Rummy Build yourself a victory in Bridge Send them fishing in Go Fish This straightforward, no-nonsense guide features great ways to improve your game and have more fun, as well as a list of places to find out more about your favorite game. It also profiles different variations of each game, making you a player for all seasons!

## Book Information

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## Customer Reviews

This is the most frustrating & least helpful book I've ever read on any subject, ever. I've read & understood texts on everything from software engineering, to military strategy, to electromechanics and audio circuitry design and repair, to wood furniture refinishing, to home repair - but this book is a total failure. The reason: It is TOTALLY written for PEOPLE WHO ALREADY KNOW all the "slick cardshark jargon". THIS BOOK IS NOT FOR PEOPLE NEW TO CARD GAMES. If you don't ALREADY KNOW HOW TO PLAY, this book won't even TRY to teach you! Basically, user

Gadgester's review is dead-on: I'll repeat his opening and closing statements, cause I can't say it any better: "Simply put, this is absolutely one of the worst instructional books I've read. If you know nothing (or next to nothing) about card games -- like I still don't after reading this book twice -- avoid this very confusing book. ... I haven't read a book as frustrating as this one in a long time. I highly recommend you stay away from it. "

This book has some fun games! It has popular games like Hearts, Rummy, and Cribbage. It also has games that I have always wanted to learn how to play, like Euchre and Canasta. In all, the book discusses over twenty games. The layout of the book is a discussion about games. Even if you have felt confused before in reading through card game rules, this book is an excellent introduction to playing card games. It goes over everything that happens in the game, from the rules, to strategy and tips, to history of the game-a fascinating book. Because it goes in-depth into each of the games, you will not find one place in the chapter that has a concise list of the rules. The rules are scattered throughout the discussion of the chapter. I found it useful to check a book of rules from the library to read along with this book.

I wasted big money on this book. The author doesn't bother to explain (in simple terms) ANYTHING!!! can't add to the other One-star reviews here....both of them nailed it on the head. If you are new to cards and want to learn....get another book...browse..find anything but this.....you're just going to get confused and frustrated.....

I am a beginning pinocle player (four players) and I didn't find the book to be very helpful. I thought that if I "read" the rules etc that I would "get it", but the book didn't really get into enough detail. It covered two player and three player, but there may have been one short paragraph on four player. I put the book on the shelf and it may help with another card game down the road.

The material presented was ok. I was looking for more illustrations along with the explanations. I will utilize the text merely as a quick reference if needed.

Love the for dummies books, but this one's a little lackluster. Still informative, but lacking that fun, accessible vibe that most of the books have. Much more useful as a reference book than for a full read through.

As with all "For Dummies" books, it is easy to follow and comprehensive for most every card game I've ever heard of plus some. The book arrived in a timely manner and was in excellent condition. Couldn't be more satisfied.

Simply put, this is absolutely one of the worst instructional books I've read. If you know nothing (or next to nothing) about card games -- like I still don't after reading this book twice -- avoid this very confusing book. Let's look at an example. The following is taken from the first page of the chapter on Hearts: "The game [Hearts] revolves around tricks. In a trick, everyone takes turns playing one card. Whoever plays the highest card in the suit led (the suit of the first card played) picks up all the cards played. The person who wins the trick leads anything he likes from his remaining cards to the next trick, and the process repeats itself until all the cards have been played." I simply could not understand this paragraph no matter how many times I read it, until I consulted a friend good at Hearts. This is typical of the arcane writing throughout this book. It's simply not easy for a dummies. In fact my friend was totally lost when he read this paragraph. The way he described it to me was just so much clearer. The book does cover a wide range of card games. Unfortunately it does a very poor job at teaching you how to play these games. Often the author discusses strategies without even explaining what things are and what the rules are, leaving you totally clueless and obfuscated. I haven't read a book as frustrating as this one in a long time. I highly recommend you stay away from it.

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