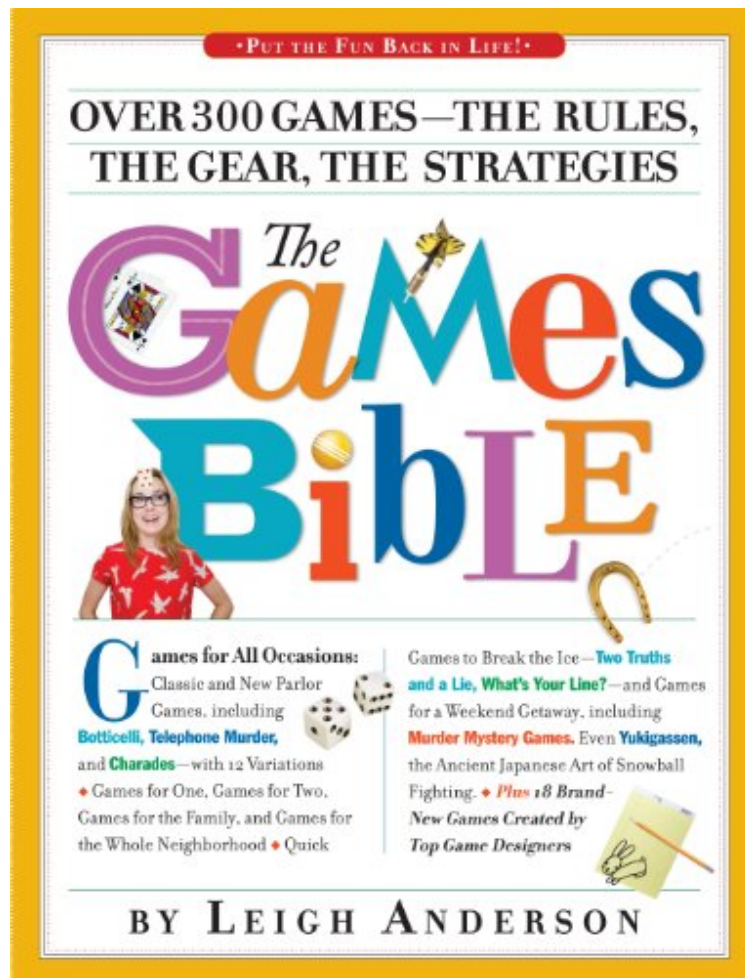


(Ebook free) The Games Bible: Over 300 Games the Rules, the Gear, the Strategies

The Games Bible: Over 300 Games the Rules, the Gear, the Strategies

Leigh Anderson

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Leigh Anderson : The Games Bible: Over 300 Games the Rules, the Gear, the Strategies before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Games Bible: Over 300 Games the Rules, the Gear, the Strategies:

4 of 4 people found the following review helpful. A game lovers dream! A must have! By Sheila A. Dechant I love game nights and when we gather with friends to get our "game on". I am more than thrilled to take part! What I loved about this book is that it gave me ideas for ice breakers for any gathering, as well as pages and pages of ideas for games anywhere from card games, word games, holiday games..... oh the games! It seems like my family plays more games around the holidays. When we gather together we undoubtedly have to pull out a game. This Thanksgiving, as this is when I am posting this review, I am pulling out the "Grateful Guessing" game out of the book (page 194). For

this game you give each guest three small pieces of paper and a pen (I am putting them at the dinner place settings). Each person is to put one thing they are grateful for on each of the three papers. All papers are collected and placed in a bowl. Take turns pulling out a piece of paper and reading it. It is up to the guests to guess who wrote it. The object is you can be as sneaky or as real as you want - but if you wish to stump the group, come up with a funny off the wall thing to be grateful for.... "I am so thankful for what I thought was my appendix rupturing turned out to be gas...." well... uh..... really - who could have wrote that?There are so many great ideas with well written easy to follow instructions. I can see many of these being tweaked to be used for event planning, family outings, meeting ice breakers, and more.Overall I give this book my highest rating! I will use this over and over again.7 of 7 people found the following review helpful. Too much fun!By AleksijaThis book is fantastic and I haven't even made it past the Icebreakers yet! Leigh does such a great job of clearly stating the rules and giving you examples that I have been curled up in a chair reading The Games Bible like a novel; and I've chuckled more than once at the scenes played out in my head! My teen sisters stole the book from me and are using some of the games at their upcoming lock-in with our church's youth group. They also *ahem* tackled our pastor on Sunday when he was the last one to touch his ear, of course, they didn't tell him that they were playing "Get Down, Mr. President"!Leigh also does a fantastic job of detailing how to host a game night in your home with family and friends; and I'm totally going to have one! This is definitely one book that will not be gathering dust on my bookshelf!Thanks to Planned Television Arts for offering me a copy of this book in exchange for my honest review.0 of 0 people found the following review helpful. Games, Games EverywhereBy r.w.jonesI'm not a natural Game Player. I normally won't play a game unless asked because I usually read a book or surf the web or take walks in my downtime. That said, I really loved this book. It not only describes roughly 350 games but includes strategies, recipes, anecdotes, histories, clever asides and illustrations.It includes tips and considerations for planning a game or a game party. (Company retreats, holiday parties, baby showers, etc.) The author divides the games into helpful categories ("Games for Gamblers and Bluffers," "Outdoor Games," "Games of General Cleverness," "Indoor Frolics" to name a few) and range from games you can play while waiting in line at Target ("Shag, Marry, Cliff") to those you can play at a boring meeting ("Charles Ate a Goat Testicle in Algeria") to those that can be played around a city with hundreds of people over the course of a few hours or days ("Urban Bingo," "Assassin").She recognizes both casual and ruthless game players and gives helpful hints in dealing with both. Since receiving the book, I've played a couple on my own ("What are they Thinking?," is perfect for long waits at the DMV. It is easily enjoyed with a frustrated group of strangers) and with friends ("Sprouts," is good, nerdy fun.)What I like most about the book though is it's emphasis on games as a social event, games as connectors. The writing is buoyant, smart and accessible. A really fun book.

Staying in is the new going out. Media like The New York Times and ABC News report a return to old-fashioned, low-cost game night, and retailers have seen sales of games rise 20 percent in the last year. Now comes The Games Bible, an extraordinary collection of more than 300 games for friends and family. Here are games for two and games for a group. Parlor games and party games. Indoor games and outdoor games. Quick games to break the ice and afternoon-long games for a whole family reunion. Guessing games, card games, trivia games, strategy games. Games for math geeks and games for word freaks, games for left-brainers and games for right-brainers, and silly games where its best to shut off the brain altogether.Leigh Anderson, a writer who grew up playing Kick the Can and SPUD and spent years playing and mastering hundreds of games and out-Hoyling Hoyle to become one of the worlds leading game experts, has written the book that belongs in every home, apartment, vacation house, summer cottage, dorm room, and community center. The Games Bible is a jam-packed, 448-page cornucopia of games, all organized by type.Its time to have fun again with this celebration of play and essential 21st century game book. All the classics are hereBotticelli, Exquisite Corpse, Marco Polo, Mafia, Charades (in fact, not just Charades, but 8 variations including Charades Fortune Cookie, Charades One Word, Charades iPod)plus newer favoritesJapanese Snow-Ball Fight, Six-Word Memoir, Iron Chefand, from contributors like Will Shortz and 14 other game experts, 15 brand-new games, created for the book. Each of the 300 plus entries includes number of players, how to play (with rules), gear if needed, time, strategies, and game plans.

About the AuthorLeigh Anderson is a game expert, writer, and reporter whose articles appear in Jane, Salon, Women's Health, Men's Health, and Time Out New York. She spent the last three years testing every game in the book, interviewing top game inventors and participating in Come Out and Play festivals throughout the country. She lives in Brooklyn, New York.