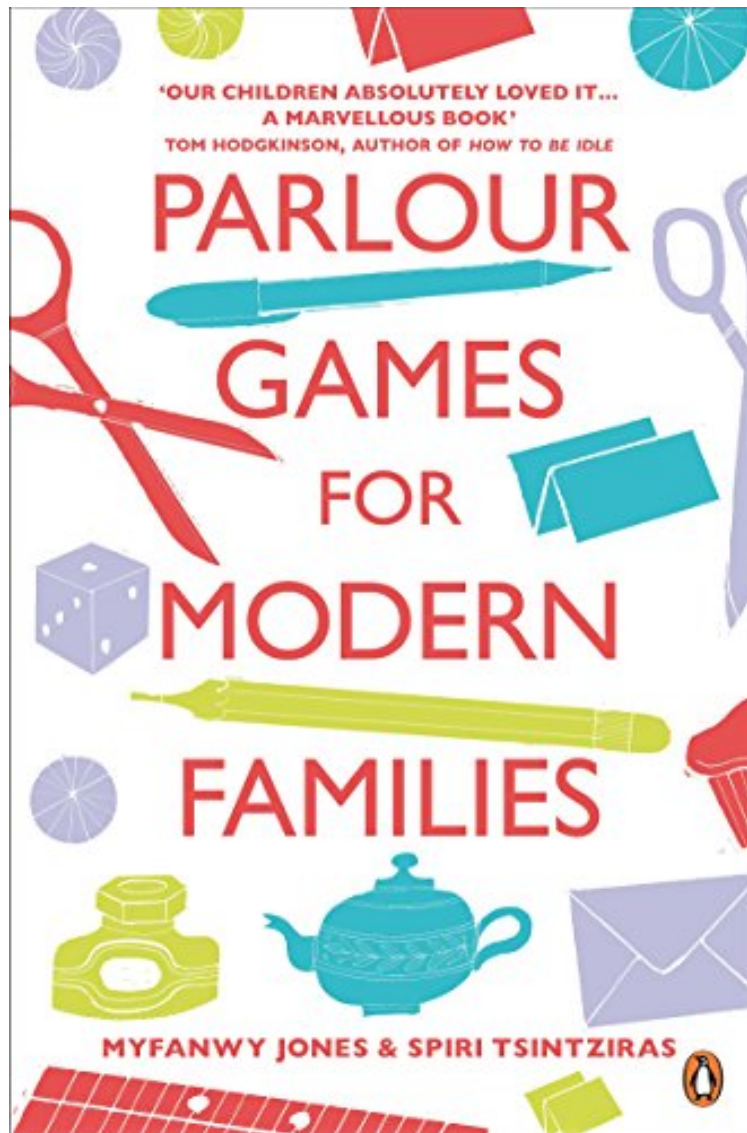


Parlour Games for Modern Families

Myfanwy Jones, Spiri Tsintziras
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#2021757 in Books Penguin 2010-11-01 Original language: English PDF # 1 1.30 x 5.00 x 7.70l, .55 #File Name: 1846143470288 pages | File size: 52.Mb

Myfanwy Jones, Spiri Tsintziras : Parlour Games for Modern Families before purchasing it in order to gage whether or not it would be worth my time, and all praised Parlour Games for Modern Families:

1 of 1 people found the following review helpful. Excellent games!By mickireaderIt had gotten a good review in a magazine I read, so I wanted to try it out. Really satisfying games that don't require a lot of equipment, and my kids really liked them. Our favorite game so far was the dice game "Ship of Fools" but the most laughs came out of the "I Went to Town (What Did You Buy?)" game. The authors are Australian, and there's a quirky charm to the text. You

could probably find all of these games on the internet if you searched, but it's really nice to have them all collected. BTW, a lot of these games are super-quick -- something you can do when you are waiting around for a few minutes. Some of the games don't need any prep or equipment at all. But a few go all theatrical, and you could dig out wigs, old Halloween costumes and all sorts of things for a family fun hour.

2 of 3 people found the following review helpful. No thought given for enhancement of digital

By jillmwoI was sorely disappointed to find that the publishers of this Kindle edition completely ignored the value of a linked table of contents in a digital book. For whatever reason, they ignored the idea that browsing an ebook requires that kind of navigation. Whereas in a print book, one might flip through and see what kind of game caught the eye, the publisher in this instance thought a reader should be forced to follow a completely linear path through the book. As a person looking for something to entertain visitors, they thought I would be best served by having to read every page. Given the type of content being presented and given a \$9.99 price tag for the Kindle edition, I am unhappy with the lack of consideration by the publisher. One has to wonder -- did they send the printed volume out into the world without a table of contents? I suspect not.

0 of 0 people found the following review helpful. Perfect travelling book

By Giant_8200I picked this kindle version up for our holiday. I've been so impressed with the games ideas. I would highly recommend! The games are easy to understand and I really love the variations.

Remember when you played cards or knucklebones or noughts and crosses? Or what about charades, murder in the dark, I spy, or hide and seek? Or made chatterboxes, those devices made from a square of paper that you flipped open between thumbs and forefingers with wishes and dreams under the flaps. This book has the lot. It may even wean you off the telly. Remember blind man's buff? What about conversations, in which players discuss a topic by starting each sentence with a consecutive letter of the alphabet? Written by two young moms, Parlour Games for Modern Families sets out to revive the tradition of indoor family games. This book is bursting with games of logic and memory, wordplay, card games, role-play, and rough and tumble. No game requires any equipment beyond a pack of cards, a dictionary, dice, paper, and pen. Games are organized thematically and referenced for age-appropriateness. All are set out with clear rules and instructions. There are games that will challenge and stimulate you, and games that will have you in fits; games that can last all night, and games to fill that empty half-hour before tea; games for adults and older children, and games to keep all the kids at a four-year-old's birthday party happy. Every family and every home needs a copy.

"Great family fun." Sun Herald