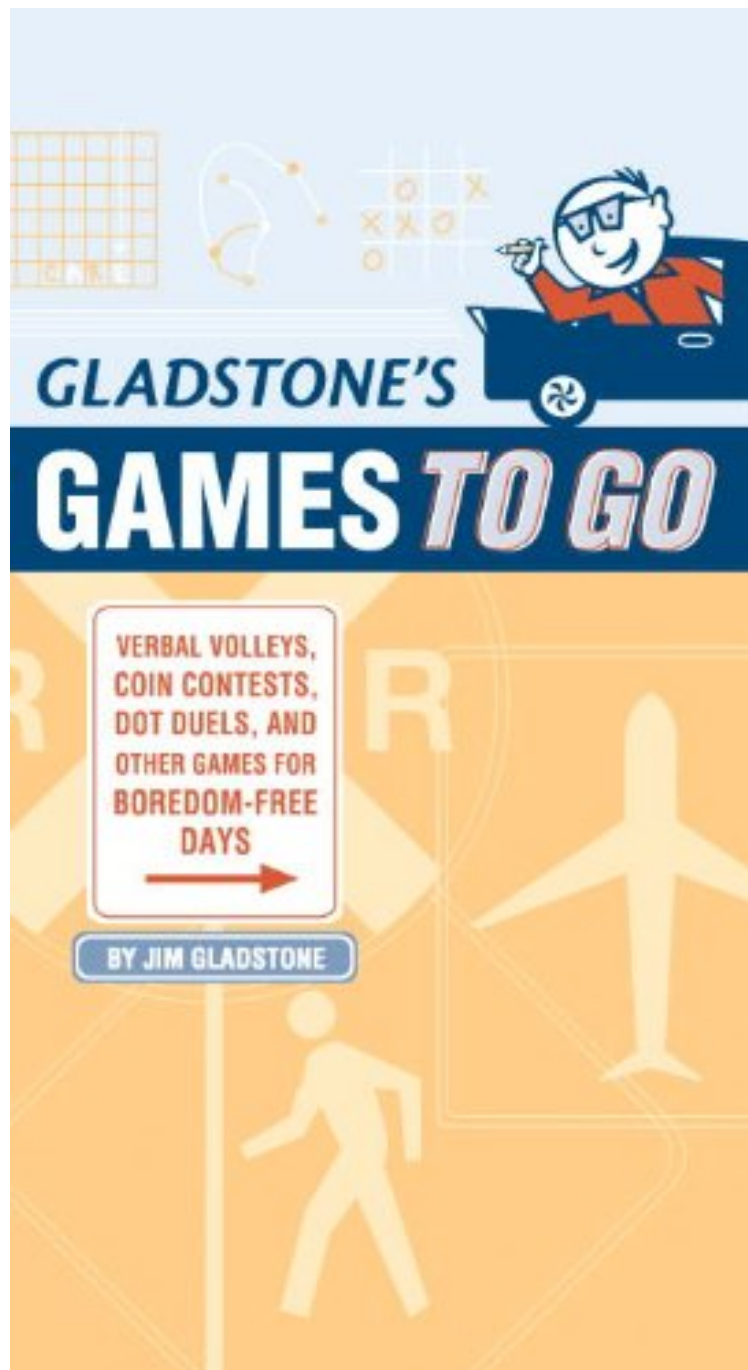


[FREE] Gladstone's Games to Go: Verbal Volleys, Coin Contests, Dot Duels, and Other Games for Boredom-Free Days

Gladstone's Games to Go: Verbal Volleys, Coin Contests, Dot Duels, and Other Games for Boredom-Free Days

Jim Gladstone

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Jim Gladstone : Gladstone's Games to Go: Verbal Volleys, Coin Contests, Dot Duels, and Other Games for Boredom-Free Days before purchasing it in order to gauge whether or not it would be worth my time, and all praised Gladstone's Games to Go: Verbal Volleys, Coin Contests, Dot Duels, and Other Games for Boredom-Free Days:

6 of 6 people found the following review helpful. Great games. An instruction book that is also fun to read. By M. Lowe
I bought this book after listening to a segment on NPR's Weekend Edition with Scott Simon. After listening to Jim Gladstone and Scott Simon play some of the verbal games over the air, I was interested. I wrote the name of the book, purchased from .com, and have now played nearly all of the games in the past 3 or 4 years. I have three children under the age of 4 and they are intrigued by the games, but they are much much too young for any of the games listed, but someday... someday. I'm also the coordinator for the gifted and talented education program at my elementary school. These games are EXCELLENT for gifted students. Some of their parents report that my GATE students would rather play Sprouts or some of the games from this book than watch tv or play video games. Victory!
I look forward to nights, after my three girls are asleep for the night, when my wife and I can sit in the living room and playing "free" versions of Boggle or Scatergories. I love this book. Buy it. For \$10, you can't go wrong. (And it also makes a pretty good Christmas gift.)
8 of 9 people found the following review helpful. No boredom--and your brain will thank you!
By M. Borum
In this day and age of constant visual and aural stimulation--marketing and advertising messages, music of all sorts, cellphones, PDAs, you name it--it's SO refreshing to see that not everyone has given up hope. Jim Gladstone is obviously someone who values the grey cells, and puts his talent as a writer where his quirky interests are. Not only is this book FULL of original and updated games that often require nothing more than what many of us had on-hand in first grade: a pencil, some paper, a little extra time and a sense of playfulness (okay, and maybe a little competitiveness, too), it's also beautifully designed, durable and very portable. Buy this book and keep it in your backpack, briefcase--whatever you drag your stuff around in. Next time you're stuck on a plane, bus or even your own car and your sick of listening to the garbage on the radio or watching the fluff on TV, pull out Gladstone's Games to Go and give your brain a much-needed workout. For parents who've had enough of GameBoys and giant headphones that keep your kids as alienated from you in the car or on a plane as they are at home, Gladstone offers some fun ways to interact that won't cramp the style of even the most jaded teen or tween. And for the rest of us who just like a good, challenging game now and then (and hate it when dinner party conversation starts to wane), you're CRAZY not to have this book at arm's reach.
4 of 5 people found the following review helpful. Old memories and new ideas
By A Customer
I bought my first copy of this book at a bookstore after browsing through it and discovering some old games like Ghost and Grandmother's House that I remembered playing with my folks as a kid. The new variations on these old games make them fresh again, and there are many other games that I'd never played before -- and which are definitely not 'just kids' stuff'; there's a game called Gravilex that's going to be a big part of my summer this year. I also appreciate the way the book shows you how to play famous board games like Boggle and Scatergories without having to buy the boxed games...It saves money and also lets you play these games anywhere, without having to carry around the box, board, dice, etc. This is a great little book to stockpile and give as gifts -- I'm going to send it to my nieces and nephews at sleepaway camp this summer (Since my chocolate chip cookies are now considered contraband!). In any case, a super little book and a really good value.

No Boards! No Boredom! Remember the games you used to play in the car as a kid? You'd enjoy playing them again, but you can't quite remember all the rules, and besides, the games were awfully easy. Well, Gladstone's Games to Go has come to the rescue. With updated classics and challenging original games, Gladstone's Games to Go delivers antidotes to boredom and entertaining ways to spend down-time, whether you're in transit, on vacation, or wiling away an afternoon at a cafe. You can play word games (like Grandmother's House, Six Degrees, and Chain Reaction), compete in coin contests (like Molecular Flip and Sliders), master strategy with dot games (like Dots and Boxes and Sprouts), and more. With little to no additional equipment required (pens and paper or a few coins will do the trick), the games are totally portable and totally playable. All the games are for two or more players (some could even be played solo), and they appeal to both left- and right-brained gamers. Start playing today!