

Reader's Digest

BOOK
OF 1000
FAMILY
GAMES

The Reader's Digest Association, Inc., Pleasantville, New York
The Reader's Digest Association (Canada) Ltd., Montreal

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Section

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Vocabulary, spelling, arithmetic, geography and science games and play projects for children of all ages—from the pre-schooler to the sixth-grader. Informative and fun, these games sharpen powers of thinking and reinforce knowledge of basic school subjects. All may be played at home, led by a parent or older brother or sister, as well as in the classroom.

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A unique section including more than 35 original games, each of which anyone can make at home in less than 30 minutes and enjoy playing for months to come. Construction is simple enough for even a young child, and the materials needed—construction paper, scissors, glue, toothpicks, Styrofoam cups and paper plates—can be found in any home. When completed, each arts and crafts project stands on its own as an exciting competitive game for either children or adults.

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INTRODUCTION

This treasury of family games is designed to create a rich source of fun for readers. It places at your fingertips all the necessary information about games of every sort. Here are games for youngsters, for teen-agers, for adults; games to be played by every member of the family, regardless of age; games that are robustly athletic and games that depend more on quick wits than on strength or physical agility. Here are teaching and learning activities, pastimes for rainy days, diversions to lighten the hours spent traveling and games for quiet moments by a campfire. In the pages that follow, you will find many old favorites in addition to a number of new games. But even for the most familiar activities, the rules and strategies of play are clearly and comprehensively explained.

For young children tumbling into the world of playmates and happy times, this book holds a wealth of good fun. It helps young parents to recall the favorite games of their youth; then provides them with point-by-point instructions that they can explain to their children.

Adults and teen-agers will turn to this book's pages seeking the rules to a long forgotten card game, or perhaps to gather some ideas for an evening's entertainment with friends. The book is bound for family travel. Not only does it offer fun and entertainment on the way, it's a portable recreation center while you picnic, camp or relax during the evenings at the summer cottage.

The book will help Dad set up a family badminton court or place Junior's basketball hoop at just the right playing height. And Mom will find it especially helpful when one of the youngsters is convalescing—or on rainy days when "there's nothing to do."

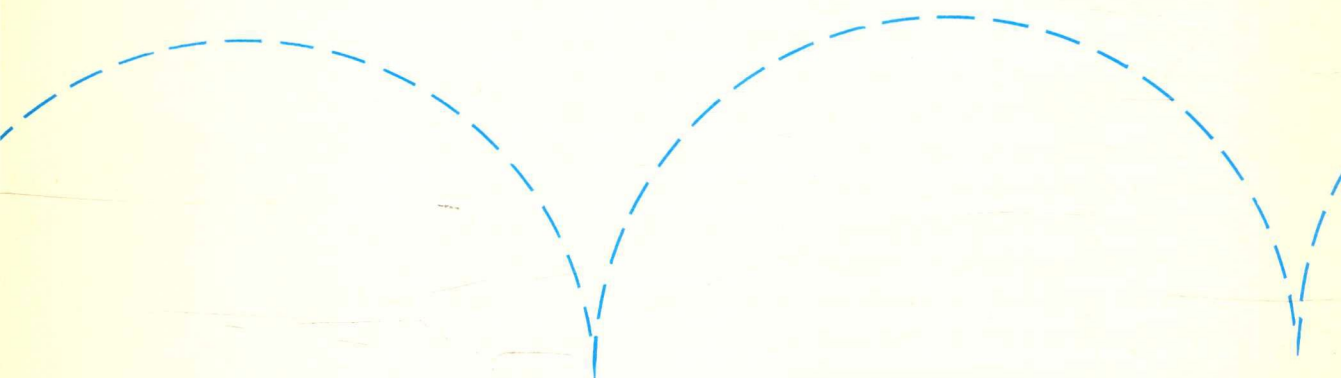
The photographs and diagrams in these pages were given special attention so that each illustration works with the text, showing and telling how the game is played. Another unique feature: Like recipes in a cookbook, all games on these pages have been tried and tested according to the instructions provided.

Game rules in this book have been gleaned from experts: recreational directors, teachers, official rulebooks and professional sports associations. Rules for children's games came mostly from experience, and the history of many of these games can be traced back to the early Greeks. A game called *Ostrakindra*, for example, was played by the children of Athens many centuries before the coming of Christ. Today it is still a favorite, and known in this country as *Crows and Cranes* (p. 21). Games have traditionally played an important role in teaching young people the rules of fair play and good citizenship. It seems natural that this should apply to our generation, particularly if games played within the home serve to strengthen family ties.

Games You Make Yourself, which begins on page 368, describes imaginative new toys and games that can be put together in a matter of minutes from such common household items as toothpicks, paper plates, plastic spoons and straws.

If there is a scout leader or teacher in your family, here is a veritable "tool book." Special instructions for working with groups together with a 27-page index make this especially valuable for organized activities. A key to this usefulness is the unique *Games at a Glance* tables beginning on page 399. The tables will help anyone planning an occasion where games will be played: a family outing at the beach, a house party for teen-agers, a child's birthday party or an informal get-together for adults. Tables give various choices for each of these situations. The indexes at the back of the book are designed for ready reference. A comprehensive index lists every game in the book, alphabetically by title. This is followed by more than a score of specialized indexes in which games are grouped together according to type. With pinpoint reference features, with more than 1000 games to choose from and with illustrations and diagrams to clarify points of play, 1000 FAMILY GAMES will provide every member of your family with a lifetime of fun.

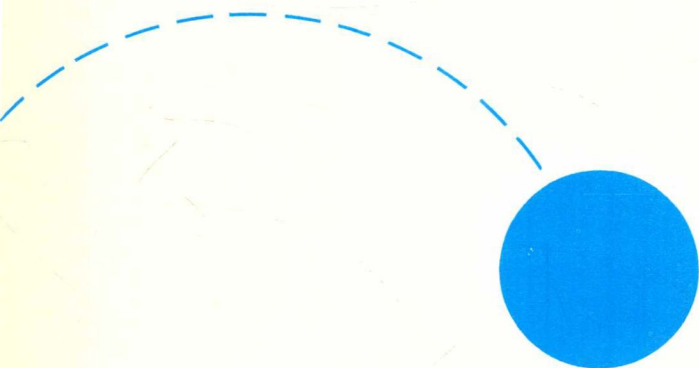
The Editors



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