

I show you entire hands of cards in figures to help you see what a set of cards looks like when you're actually holding it in your hand.

During the printing of this book, some Web addresses may have broken across two lines of text. If you come across such a situation, rest assured that we haven't put in any extra characters (such as hyphens) to indicate the break. So, when using one of these Web addresses, type in exactly what you see in this book, pretending as though the line break doesn't exist.

What You're Not to Read

For the most part, I've tried to avoid using more technical jargon than is absolutely necessary. However, the book does include some sidebars that give you historical perspective on how certain games were created or about where you can go online for additional information about specific games. These are asides and not critical to the text. You can spot them easily enough — the text is on a shaded background.

Foolish Assumptions

I'm not going to assume that the average reader will have all that much technical knowledge. Frequently, the most challenging bit of mathematics you have to perform is to count up to 1! The book is aimed at serving as an introduction to many card games. If you get hooked after reading it, you can access many other Dummies publications that can provide advanced knowledge of the games. For example, if you want to focus on Bridge, I recommend *Bridge For Dummies* by Eddie Kantar (Wiley). I also urge you Poker fiends out there to check out *Poker For Dummies* by Richard D. Harroch and Lou Krieger (Wiley) and *Winning at Internet Poker For Dummies* by Mark Harlan and Chris Derossi (Wiley).

Icons Used in This Book

In each chapter, I place icons in the margin to emphasize the following types of information:



WARNING With this icon, I point out the wrong way to play a game. Pay special attention to these icons so that you avoid finding things out the hard way.



REMEMBER This reinforces a point of the game that may be less obvious (or intuitively right) than meets the eye. You should keep these points in mind as you play the game.



TIP I've been playing cards for quite some time, and I use these icons to emphasize some insights born of experience that will help make you a sharper player.



BEFORE HAND Next to this icon, you'll find a list of all the stuff you need to play a game — I tell you how many players you need, what type of cards you play with, and if you need any other special equipment, such as something to keep score with.



VARIATION Most of the games in this book have so many variations, I'd have to write a whole library to include them all. Instead, I cover the most popular variations of a game and tag them with this icon.

Beyond This Book

In addition to the material in the print or ebook you're reading right now, this product comes with some goodies on the Web that you can access anywhere. Simply go to www.dummies.com and type in "Card Games For Dummies, 3rd Edition Cheat Sheet" in the Search box. You'll find handy tips and tricks on picking the best games, card game do's and don'ts, and more!

Where to Go from Here

Each game in this book is a self-contained chapter. If you want information on a particular game, consult the appropriate chapter and discover everything you need to know in order to get started.

Along with the Table of Contents at the front of the book, the index at the back of the book can help you locate the game you want to play without too many diversions. Having said that, one of the more interesting ways to experience this book may be to open it at random and discover a game that you've never heard of before.

Part 1

Discovering Card Games

IN THIS PART ...

After I explain some of the basics of cards (along with some tidbits about the history of cards and the etiquette of card games), I introduce a diverse range of games for you to deal out. If you don't have anyone to play cards with, don't worry. I provide an entire chapter of Solitaire card games. And if you're a beginning card player, teaching children to play cards, or just a kid at heart, check out the chapter on popular children's games, including War and Go Fish. Enjoy!