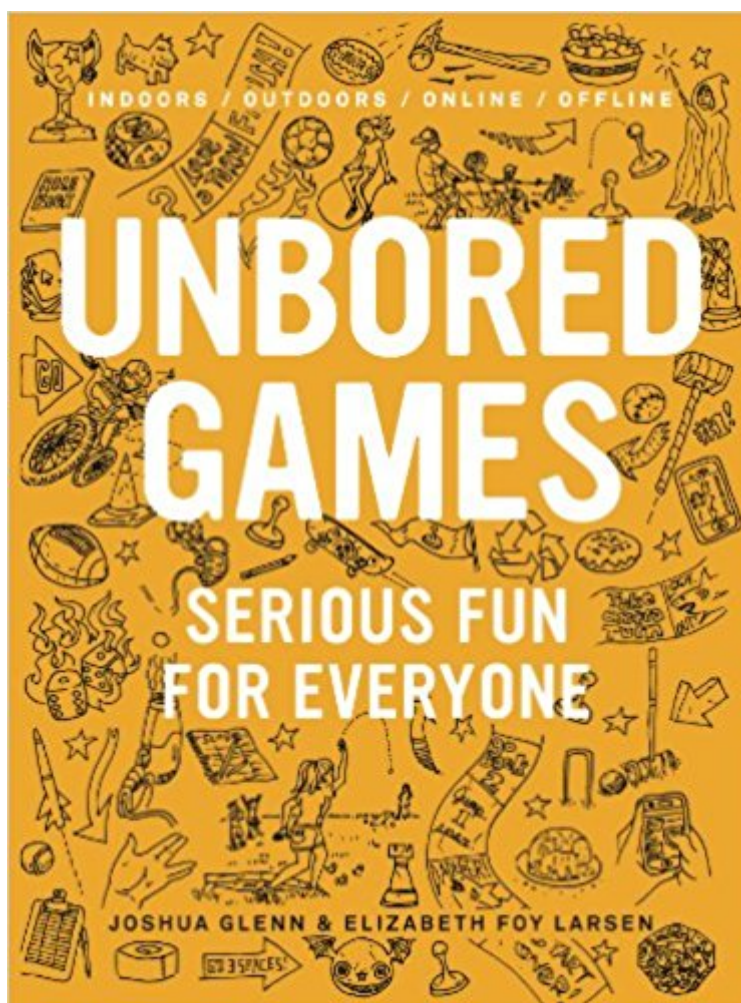


The book was found

UNBORED Games: Serious Fun For Everyone



Synopsis

UNBORED Games has all the smarts, creativity, and DIY spirit of the original UNBORED (Ã¢â¬Å“It’s a book! It’s a guide! It’s a way of life!”Ã¢â¬Å -Los Angeles Magazine), but with a laser-like focus on the activities we do for pure fun: to while away a rainy day, to test our skills and stretch our imaginations-games. There are more than seventy games here, 50 of them all new, plus many more recommendations, and they cover the full gambit, from old-fashioned favorites to today’s high-tech games. The book offers a gold mine of creative, constructive fun: intricate clapping games, bike rodeo, Google Earth challenges, croquet golf, capture the flag, and the best ever apps to play with Grandma, to name only a handful. Gaming is a whole culture for kids to explore, and the book will be complete with gaming history and interviews with awesome game designers. The lessons here: all games can be self-customized, or hacked. You can even make up your own games. Some could even change the world. The original UNBORED has taken its place as a much beloved, distinctly contemporary family brand. UNBORED Games extends the franchise -- to be followed by UNBORED Adventure -- in a new handy flexibound format, illustrated in full color throughout. Soon, there will be a whole shelf of serious fun the whole family can enjoy indoors, outdoors, online and offline.

Book Information

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Ã¢â¬Å“An old-fashioned child’s activity book for a modern Gen-X parented family.”Ã¢â¬Å

• The New York Times on UNBORED: The Essential Field Guide to Serious Fun • “If you can’t find an exciting activity to do in this book, there might be something wrong with you.” • Sports Illustrated Kids on UNBORED: The Essential Field Guide to Serious Fun • “Encourage[s] kids to use their technical skills as well as their natural curiosity to be creative, try new things, figure out how things and systems work, and just maybe change the world in the process.” • Parents & Kids Magazine on UNBORED: The Essential Field Guide to Serious Fun • “This book busts boredom . . . You may never hear those dreaded words again.” • Family Fun on UNBORED: The Essential Field Guide to Serious Fun • “This year’s hottest activity book for kids.” • Publishers Weekly on UNBORED: The Essential Field Guide to Serious Fun • “Exactly the book parents need during a weeklong school break that feels like a month.” • New York Magazine (Approval Matrix) on UNBORED: The Essential Field Guide to Serious Fun

Joshua Glenn is editor of the website HiLobrow, and coauthor and coeditor of several books. In 2011, he produced Ker-Punch!, a brainteaser iPhone app for kids. He lives in Boston with his wife and two sons. He is the co-author of Unbored: The Essential Field Guide to Serious Fun Elizabeth Foy Larsen is a writer and editor whose stories on children and families have appeared in numerous national publications, including the New York Times, Slate, and Parents. She lives in Minneapolis with her husband, daughter, and two sons. She is the co-author of Unbored: The Essential Field Guide to Serious Fun Designed by Tony Leone. Illustrated by Heather Kasunick and Mister Reusch.

Several years ago I visited my Dutch friend’s parents on their farm in the Netherlands. In the evening, after a delightful dinner of vegetables and chicken for me, because Americans eat meat, the family settled into a card game. Watching the game, I could see that it was similar to Bridge, and although I didn’t speak Dutch, I asked if I could play. My friend partnered me with her father, whom she knew would be gracious if we lost. But play I could the skills of memory and strategy of Bridge made me an instant winner with her father we skunked everyone, to his delight. And I didn’t need to speak the language to have a wonderful time. Games are a universal around the world. And as much as I can talk about how they teach language, problem solving, strategic thinking, recovering from failure while still having fun, and negotiation among other skills, what is most salient is that games are serious fun. They can be competitive,

imaginative—taking players into different worlds and using all sorts of mediums—boards, phones, computers, rocks, hands, the mind and language—you name it. You might even say games are part of the human condition! A few years ago, *Unbored: The Essential Field Guide to Serious Fun* challenged the notion of the conventional activity book with activities such as farting and playing with matches along with making a cigar box guitar. I know kids that carried this book around the way I carried around the *Bertha Morris Parker Encyclopedia of Natural History* in the 1950s. Well, now the authors have written a sequel, *Unbored Games: Serious Fun for Everyone*, and as soon as I heard about it, I was out buying my own copy and several more for friends and family. *Unbored Games* revives the universal drive to compete, to problem solve and strategize, to create imaginary worlds, and to hone unique skills. The authors codify many of the childhood games of those of us who grew up before television, computers, and smart phones—games like jump rope, paper football and coin hockey, classic clapping games, rock/paper/scissors, and the bean bag toss. But it goes further than capturing classic games by including online and offline games and new rules for a new era of game playing. Like the *Unbored Field Guide*, this book is original and engaging. And like the original book, the illustrations bring the games to life, while still challenging young game players to read and think for themselves. The best part for me as a grandmother is that *Unbored Games*, through the medium of FUN, will teach a new generation skills that they need but often cannot get in schools today, with the emphasis on performance on tests of knowledge. I'm talking about learning to problem solve individually and with others, to self-regulate one's behavior in a highly motivating setting, to think about fairness and the reasons for rules, and to work together on shared goals. Sounds rather academic, doesn't it, but there's nothing dry about *Unbored Games*. If you don't buy it for yourself, it'll make a great gift for those you love! I heartily endorse it.

As the title says, "This book is fun for everyone!" If you want to pull the kids away from screen time (think Steve Jobs), this will do the trick. Everything from Pwnage (clapping games, etc) to home games to game changers to adventure games -- inside, outside, large group, just a couple of kids. Mind games, action games, even ingenious hacks of existing games (*Memoir 44*, for example). From the same team that created the fantastic *Unbored: The Essential Field Guide to Serious Fun*, this sequel takes un-boredom to a new level of engagement, and, we repeat, fun! It's too bad isn't previewing the inside of the real book (only the Kindle version) since the stunning design of the

original Unbored is equally matched in this new offering. My 10-year-old companion could not put it down as we left the bookstore and read it all the way home on the bus. And beyond -- I think she's gone to bed with it. Hope she falls asleep soon so I can have my turn. Thinking about holiday or birthday gifts, or just-because? Take a look at Unbored Games -- a perfect gift that will provide enjoyment for months and years to come.

UNBORED Games: Serious Fun for Everyone by Elizabeth Foy Larsen. Here is the perfect book for parents, grandparents, aunts, uncles, babysitters, club leaders, teachers, party planners, or anyone who wants a great game reference at their fingertips. This little book is stuffed full of wonderful games for a few to a group; inside or outside; active or seated; mind stretching or just plain fun. There are also game apps suggested for those with their iPads or iPhones. I bought three of these books as Christmas gifts, I might just have to purchase another one for myself. It reminds me of a book children enjoyed from the 1960s *One Potato, Two Potato*. (With just a little kid humor thrown in *burps*, etc.)

How did this get a two star review? Stale? No way!! I always borrow books from the library cuz I'm broke but this one I have to buy. I need to be able to reference it at random times in the future. It covers so many categories of fun - things I never would have thought of. I forgot all about the "Complicated clapping" (there's not really a good word for it and that's what the book calls it) games of my youth. I'm so happy the authors reminded me of those games so I can play them with my kids. An example of a small detail I really liked is, when talking about playing a pickup game of baseball, they said that when players leave you don't just change the rules or the team, you have to huddle up and decide together. :)

Love this book, and can't wait to give it as a holiday gift! It's full of great ideas for indoor and outdoor creative family fun. Love that the intro says "Each time you play a game, you enter a world in which grownups aren't in charge....." Can't wait to play Circle of Doom and Hair Dryer Ping Pong with my kids. (And I'll be looking for an excuse to play Doughnut on a String.)

This book is excellent for children and families who want to and love to play games. It gives variations on old games and plenty of new games for the family. I consider it an excellent addition to our books of games. Received it from Goodreads giveaways. J. Robert Ewbank author "John Wesley, Natural Man, and the Isms" "Wesley's Wars" "To Whom It May Concern" and "Tell Me

About the United Methodist Church"

Unbored Games is jam packed with fun games of every kind for the whole family. This book has it all board games, puzzles, outdoor games, role-playing , historical facts about games and even excerpts from literature where games are being played. I really love the CO2 smackdown and the Guerrilla Kindness, showing many positive things can come from gaming. I've discovered many many games my family will be playing for years to come. After reading this I have realized anything can be turned into a game and that is a mindset I will treasure.

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