

[PDF] Floor games: With marginal drawings

## Floor games: With marginal drawings

*H. G Wells*

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**H. G Wells : Floor games: With marginal drawings** before purchasing it in order to gage whether or not it would be worth my time, and all praised Floor games: With marginal drawings:

0 of 0 people found the following review helpful. Neat little historical book. Genuine war-game history!By B. LueIt is a neat little book of historical value to miniatures war-game enthusiasts. It was written by H. G. Wells, the father of science fiction, in the early part of the 20th century. The rules, and the concepts are simple, by today's standards, but it is still fun to read and enjoy. All of the basic elements of any war game are there. Mr. Wells' sense of humor comes across, along with his sense of whimsy, and the joy he obviously had in writing, and playing, these games. Cheers!0 of 0 people found the following review helpful. Five StarsBy Annie Van NattenVery good book..... it felt like I was on the floor seeing the world they created!4 of 5 people found the following review helpful. A Worthwhile ReleaseBy Skirmisher Online Gaming MagazineWith all the new gaming titles that come out every year, and many of them of dubious merit, it is refreshing to find a classic like Floor Games being made available again.Originally released in 1911 by literary giant H.G. Wells, this book is sometimes characterized as a "companion book" to the same author's Little Wars (originally released in 1913 and most recently re-published by Skirmisher Publishing LLC in 2004). This volume is much more than that, however, and stands on its own as a classic of gaming theory and philosophy. As such, it is definitely must reading for anyone who enjoys or devotes much of their leisure time to games.This edition of Floor Games also includes insightful prefatory pieces by game designers Michael J. Varhola (Introduction) and James F. Dunnigan (Foreword). The former is fairly well known in roleplaying circles, while the latter is founder of game company SPI and magazine Strategy Tactics, and creator of more than 100 board games, including such trendsetters as Panzerblitz and Jutland.All in all, this new edition of Floor Games is a pleasure to read and an excellent value to boot.

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An excellent read! Full of inspiration for impromptu game creation, and a reminder that the simplest of items can, with the aid of imagination, become nearly anything needed for entertainment. Wells' humor shines in this book, and the affection he feels for both his children and the games they play are evident. The photos are not only interesting for their relation to gaming, but as a historical glimpse. If you are a player of games and an imaginer of worlds, this book is well worth picking up. --DriveThruRPG (Jameson Hogan) Must reading for anyone with an interest in game history or design. A masterwork by a master of literature! --M. Odysseus Warhol About the Author Often called the father of science fiction, British author Herbert George (H. G.) Wells literary works are notable for being some of the first titles of the science fiction genre, and include such famed titles as *The Time Machine*, *The War of the Worlds*, *The Island of Doctor Moreau*, and *The Invisible Man*. Despite being fixedly associated with science fiction, Wells wrote extensively in other genres and on many subjects, including history, society and politics, and was heavily influenced by Darwinism. His first book, *Anticipations of the Reaction of Mechanical and Scientific Progress Upon Human Life and Thought*, offered predictions about what technology and society would look like in the year 2000, many of which have proven accurate. Wells went on to pen over fifty novels, numerous non-fiction books, and dozens of short stories. His legacy has had an overwhelming influence on science fiction, popular culture, and even on technological and scientific innovation. Wells died in 1946 at the age of 79.