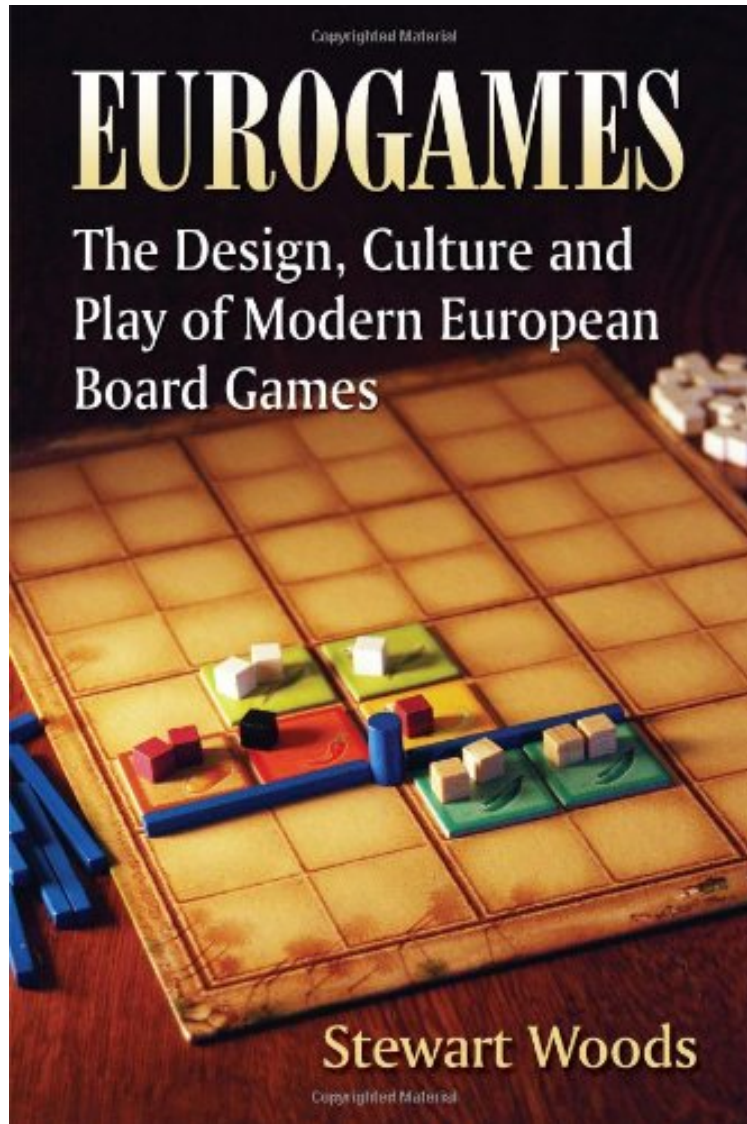


(Free pdf) Eurogames: The Design, Culture and Play of Modern European Board Games

# Eurogames: The Design, Culture and Play of Modern European Board Games

*Stewart Woods*

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#236751 in Books 2012-08-16 Original language: English PDF # 1 9.00 x 6.00 x .751, .79 #File Name: 0786467975262 pages | File size: 16.Mb

**Stewart Woods : Eurogames: The Design, Culture and Play of Modern European Board Games** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Eurogames: The Design, Culture and Play of Modern European Board Games:

11 of 11 people found the following review helpful. Why games from a science--technology culture are finding an audience By CustomerPosits credible theories as to the cultural background memetic forces behind the emergence of

Eurogames/German-style board-games, where they're finding other audiences and why those other audiences are embracing them. A bit erudite at times, but when you put the book down, you'll be able to explain to friends and acquaintances why Settlers of Catan isn't Monopoly-on-an-Island and why games like Catan can be played amicably with the Family on Thanksgiving (have you ever tried to play Risk or Monopoly at a Family get-together after there are a couple empty beer-cases piled up?)

2 of 2 people found the following review helpful. then there is a lot to love and a lot to learn from this book

By Matthew B James

If you're the least bit interested in "Eurogames", then there is a lot to love and a lot to learn from this book. If you're interested in the psychology of play and the culture of gamers, then the last third of this book would be great to dig in to. I'm very interested in boardgames and gaming in general and the first half of this book covers (briefly) the history of boardgames and spends a healthy amount of time on the development and arrival of Eurogames. From this history, I've got a new list of games to check out and from the thorough research, great notes and bibliography at the end of the book, much more reading to do.

The last third of the book is a great look at the culture of gamers, why they do what they do in a game, what they look for in a game, how they play together. I was very intrigued by the section on self-handicapping and the reasons for doing so.

While most of the book is very dry and "textbook", as a player I feel like I have a new set of eyes, or at least a vocabulary to apply during my next design or gaming session.

1 of 1 people found the following review helpful. Good start but drifts.

By Scott Rogers

The book starts off well an excellent theory of why Eurogames are the way they are and a nice section of the analysis of common mechanics but the book drifts off topic about halfway through where it feels like the author is attempting to fill space the the results if a survey about how players play games and how they feel about concepts like cheating and king making. Missing from the book is a list/summery of influential/important Eurogames. This information is in the book but must be sifted through from many references and chapter notes. This book does contain one of the best bibliographies to learn readers to more books on the topic. Worth reading, but a tad disappointing.

While board games can appear almost primitive in the digital age, eurogames--also known as German-style board games--have increased in popularity nearly concurrently with the rise of video games. Eurogames have simple rules and short playing times and emphasize strategy over luck and conflict. This book examines the form of eurogames, the hobbyist culture that surrounds them, and the way that hobbyists experience the play of such games. It chronicles the evolution of tabletop hobby gaming and explores why hobbyists play them, how players balance competitive play with the demands of an intimate social gathering, and to what extent the social context of the game encounter shapes the playing experience. Combining history, cultural studies, leisure studies, ludology, and play theory, this innovative work highlights a popular alternative trend in the gaming community.

"A valuable study of eurogames and eurogame hobbyists...represents a significant achievement, for both its author as well as game studies." --Mia Consalvo, Ph.D., author of *Cheating: Gaining Advantage in Videogames*

"A conclusive counter to the false notion that motivation for game playing is all about winning and losing." --Lewis Pulsipher, Ph.D., Game Designer

About the Author

Stewart Woods is an assistant professor of communication studies at the University of Western Australia and a postdoctoral research fellow at Curtin University.