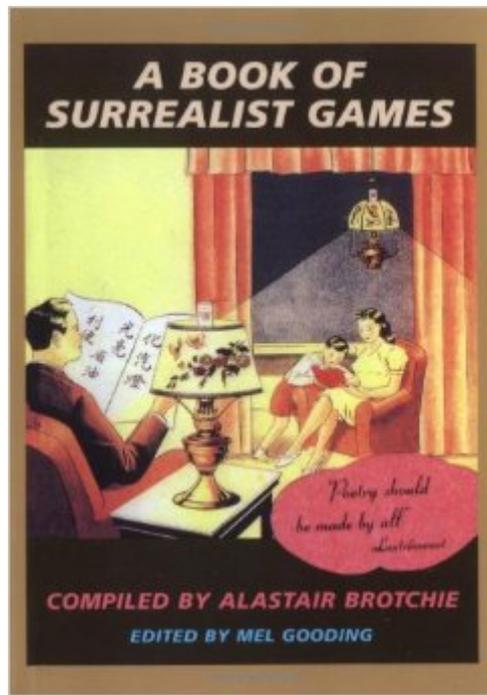


The book was found

A Book Of Surrealist Games



Synopsis

This delightful collection allows everyone to enjoy firsthand the provocative methods used by the artists and poets of the Surrealist school to break through conventional thought and behavior to a deeper truth. Invented and played by such artists as André Breton, René Magritte, and Max Ernst, these gems still produce results ranging from the hilarious to the mysterious and profound.

Book Information

Paperback: 165 pages

Publisher: Shambhala (July 4, 1995)

Language: English

ISBN-10: 1570620849

ISBN-13: 978-1570620843

Product Dimensions: 4.4 x 0.4 x 6.2 inches

Shipping Weight: 4.8 ounces (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (37 customer reviews)

Best Sellers Rank: #80,865 in Books (See Top 100 in Books) #60 in [Books > Humor & Entertainment > Puzzles & Games > Word Search](#) #68 in [Books > Humor & Entertainment > Puzzles & Games > Board Games](#) #74 in [Books > Humor & Entertainment > Puzzles & Games > Word Games](#)

Customer Reviews

Being an admirer and wanna-be creator of DaDa, I found this book amusing. The games were interesting and bizarre, there were lots of pictures, and a lot of artists were included. They are fun to read about and see the examples even if you have no intention of really trying them. "The Exquisite Corpse" and "Directions for Use" were 2 of the better ones, and they have examples by the original surrealists. The only problem I had with the book was that some of the directions were a little vague. For instance, the picture on page 71 is a double image, but it could have given some clue about how to actually find it - it became frustrating. The games are so unusual compared to what we normally think of as games that more detailed directions are essential. For instance, there are not obvious "winners" and "losers" in them, they are played for the sake of toying with reality and using imagination to create the unexpected. It's a fun book that's small enough to take with you all the time.

Here's a slyly deceptive little volume, a perfect introduction to the Surrealist mindset. Why

"deceptive," though? Because while all the games are fascinating & sometimes startling fun, the ideas they embody just might take hold of you ... which is all to the good, of course! If you want to know more about Surrealism, but just want to dip your toes into those mysterious waters at first, this is as good a starting place as any you'll find. The ideas of surprising juxtapositions, unexpected connections, and the sense of freedom & revelation through absurdity & chance, are all demonstrated here. And if you enjoy this first taste, then you'll almost certainly want more ... Recommended as both an unusual diversion & a window into another world!

Tie tie tie tie tie tie tie tie tie tired of boring writing? Purchase "A BOOK OF SURREALIST GAMES" and watch as your pathetic perception of the written word withers and dies at your bedside. This book not only was the inspiration for my first four tattoos, but also pushed me to become a writer, mathematician, ice cream vendor, artist, nudist, racist, chemist, and various other "ISTS." Spark only of the son of the morning when he's filled with mirror slice, robust blubber batter! Am always dark sheets matted seven? DAYTIME allows it to be so! Tomorrow is the daytime of our cereal porcelain, glance at the springs. Perfect gift for Christmas or the Day of Seven Tortoises. 3311`088eE332.

Whether your goal is surrealist literature, surrealist art, or just entertainment, this book is a great buy. Lots of games (some literary, some artistic), information about the surrealist movement itself and some of the key players, and a good bibliography for future reading.

I used this book for a poetry workshop as exercises to create new connections. People really liked the exercises and most felt it loosened up their creativity. I only wish there were more games. I was going to have the workshops once a quarter but everyone wanted one next month so I guess they liked it!

I have to give the book high marks, not for the purpose I bought it for (fun party games) but for how much I learned about the Surrealist movement through reading it. What you will find here is a series of exercises and games and thought experiments that will help you breakdown reason and challenge assumption. Certainly one can see the effectiveness of such pastimes among a group of committed revolutionaries, like those who arose in the 1920's. In our era, Surrealism has been distilled into Dali prints hung on 20-something walls (I have been guilty) and there is little understanding of what Breton and Ernst and the others were trying to say and to accomplish. This

book is worth a look, if you want to understand, or remember that understanding is pale and sickly, when objects are simply taken at their word. Surrealism is not my favorite art movement, but perhaps it should be. Thoroughly anti-bourgeois, but not proletarian, Surrealism reflects my values back at me and asks me to deconstruct them.

This is a fun little book. Some of the games are good for trying with groups of friends, and most of it is interesting. Most of the book is translated from French so a few things were lost I think. I was expecting a bit more depth depth also but it is good for the price.

This was supposedly the inspiration behind Eno's card decks, and is a very useful tool in its own right. While I don't think you'd necessarily want to do the 'spiritualist' slanted activities that it outlines, if you're able to read between the lines and extrapolate to your own creative activities you'll find a lot of useful inspiration.

[Download to continue reading...](#)

A Book of Surrealist Games Women Artists and the Surrealist Movement History of the Surrealist Movement Prague, Capital of the Twentieth Century: A Surrealist History Horse Games & Puzzles: 102 Brainteasers, Word Games, Jokes & Riddles, Picture Puzzlers, Matches & Logic Tests for Horse-Loving Kids (Storey's Games & Puzzles) Wee Sing Games, Games, Games The Usborne Book of Car Travel Games: Puzzles, Games and Things to Do on a Journey-Or at Home (The Usborne Book of Series) The Big Book of Humorous Training Games (Big Book of Business Games Series) The Hunger Games (Hunger Games Trilogy, Book 1) Cool Doughs, Putties, Slimes, & Goops: Crafting Creative Toys & Amazing Games (Cool Toys & Games) Card Games for Kids: 50 Fun Games for Your Children Ultimate Travel Games (Crazy Games) The World of the Hunger Games (Hunger Games Trilogy) Motocross in the X Games (Kid's Guide to the X Games) Teach Yourself Card Games, New Edition (Teach Yourself: Games/Hobbies/Sports) The Unofficial Hunger Games Cookbook: From Lamb Stew to "Groosling" - More than 150 Recipes Inspired by The Hunger Games Trilogy (Unofficial Cookbook) Brain Games for Kids #1 (Brain Games Kids) How Do Video Games Affect Society? (Video Games and Society) Video Games and Youth (Video Games and Society) The History of Video Games (Video Games and Society)

[Dmca](#)