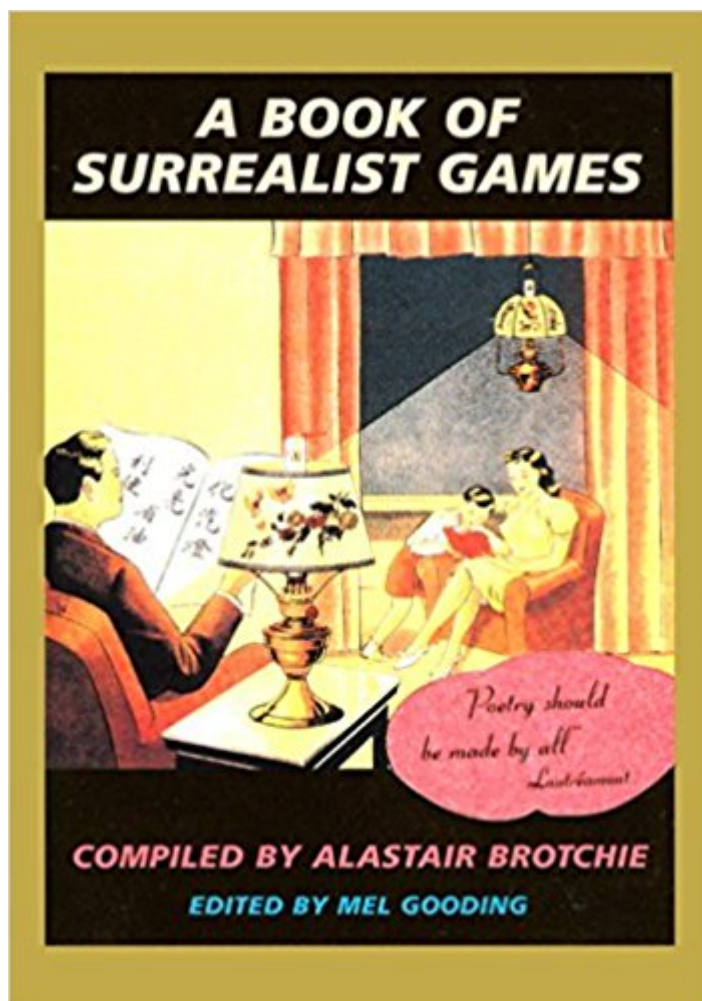


The book was found

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: 4.2 out of 5 stars 47 customer reviews

Best Sellers Rank: #84,521 in Books (See Top 100 in Books) #44 in Books > Humor & Entertainment > Puzzles & Games > Board Games #46 in Books > Humor & Entertainment > Puzzles & Games > Word Search #56 in Books > Humor & Entertainment > Puzzles & Games > Word Games

Customer Reviews

Surrealism is far more than some dead art movement: it is also a collection of tools for perceiving and representing the world in ways that transcend normative perspectives. This delightful little book is packed with word and image games that surrealists developed to create their written and graphical art. If you have any spark of creativity, you are strongly encouraged to get this book to help loosen the holds of quotidian existence on your craft. And it makes a great book of activities for parties that you want to rise above petite bourgeois posturing. Highly Recommended.

"Of great value to teachers, comedy writers and other problem-solvers, this is an illustrated compendium of ways to be inventive, humorous or absurd through irresponsibility or 'planned incongruity.'" — Ballast Quarterly Review "This extraordinary collection of word games, visual tricks and intellectual assaults on the conventional is a treasure trove of the artistic and socio-linguistic conundrums which the Surrealists — André Breton, Tristan Tzara and their associates — cultivated from the 1920s onwards. Its compiler, Alastair Brotchie, is to be

congratulated for salvaging such fascinating if recondite material from the various obscure journals in which it first appeared." — • The Spectator

This is a wonderful little book for spurring the imagination, perfect for theater and creative writing classes. Surrealism as a social and political movement may not be appealing (or practical, though I suppose that's somehow the point), but its philosophy vis-a-vis the arts is fresh and stimulating. The exercises in this book are terrific. A highlight is "Directions For Use," which asks writers to come up with ordered directions for an object or an idea as if it were a product available for purchase. I taught a 4th-grade writing lesson in which I wrote down a bunch of random, abstract things (love, frustration, Medieval England, twisting your ankle, etc.) on small pieces of paper and had the kids choose them out of a hat. The results were hilarious, and produced some of the students' proudest work. They also composed surreal questions and answers, in which students would write a question on one side of an index card, then have a partner answer it, unseen, on the other side. Results include: Do I have 261,000 cats? Penguins. Do you like knitting? Raccoons with rabies. You might even say the prompts in this book will work even for students who aren't "good" at writing, or who are intimidated by it. Everyone, regardless of skill level, composition ability, spelling, or whatever else can find a way to participate. (Caveat emptor: those sensitive to having God and religion mocked, or running into the occasional racial slur — this being a compilation of older documents — may be offended by some of this book's content. For that reason, I'd recommend it as a teacher's reference only, and not a book for the class to read.)

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!

Didn't really know what we were buying. I thought it looked pretty interesting and SCORE, we LOVE it. We've even been able to play a few of these with our oldest son after explaining verbally to our son. A good way to pass the time instead of watching TV.

I purchased this for my significant other and he really enjoyed it. The games included are interesting and the author gives them enough historical context to be educationally relevant. Also, we played the chain games with about six other people to hysterical results; these are great with a group of

friends, although keep in mind they get dirty very quickly. Overall, I feel it was well worth the money, although the book is much smaller than anticipated.

Good for reference, pretty wide net of subjects that seem crammed, but it was an entertaining read and had good detail about different ways to use paint and color to produce art (like 2-3 pages but that's what stands out the most)

I taught a surrealist drawing class at the undergraduate level and used many of the games in this book to introduce projects and ideas. Working together on these games created a collaborative studio/classroom environment that set a fun, experimental, and energetic tone for the entire semester. I have collaborated on many of these games on my own with friends as well. Even if you don't intend to do these games, it's a great read to learn about collaborative, stream of conscious Surrealist practice.

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 also but it is good for the price.

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!

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