



The Yo-Yo Book & the Yo-Yo (Classic Games)

John E. Ten Eyck

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The yo-yo joins *The Jump Rope Book & The Jump Rope* and *The Marble Book & The Marbles* -- introducing *The Yo-Yo Book & The Yo-Yo*. Packaged with all the equipment a child needs, one ready-to-roll yo-yo, it is the third in the series that celebrates great American games of childhood. The book is steeped in the "state of yo," a place where technique, culture, challenge, and lore intersect. Beginning with the fundamentals (how to hold it, throw it, wind it, string it) it covers the two most important skills, the Gravity Pull and the Sleeper, and then moves on to dozens of tricks, including Walk the Dog, Orbit Launch, Buzz Saw, and Double or Nothing. The tricks are arranged by difficulty and are taught through a combination of easy-to-follow instructions and detailed black-and-white drawings. The yo-yo itself is made of hardwood and comes with the only truly acceptable yo-yo string - long-fiber cotton. The Classic Game series have over 317,000 copies in print.

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