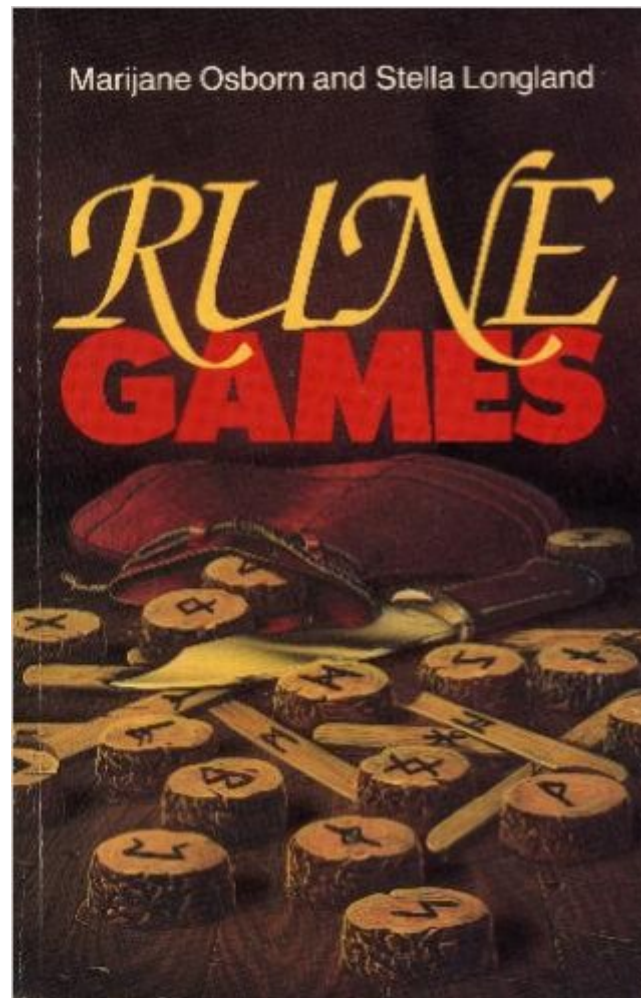


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Rune Games



Synopsis

Book by Marijane Osborn, Stella Longland

Book Information

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Customer Reviews

After reading Rune Games I realized that many of Osborn's and Longland's insights have been hijacked by other authors without giving Marijane and Stella credit. That sucks. Even so, Rune Games still stands out above most of those other books because of the authors' speculative process of unveiling the Runes. While many of their speculations are off base and even go so far as to connect the Kabbalah and Christianity with the Runes, sometimes their efforts still bear forth fruitful and enlightening insights. For instance, their contemplations on the aettir are beautiful. Some other speculations, or what I would call contemplations, revolve around the Rune shapes, their meaning and the animals, objects, plants, gods and other things associated with them, as well as, what types of men they are talking about, what constellations might be inferred from them, numerical and phonetic values, and many other things. Even though some of the authors' conclusions are woefully incorrect, the questioning process they go through is one of the more valuable gifts they offer to the reader. If we follow suit and allow our learning, personal insights and experiences to shine through as they have done, it's inevitable that we will be blessed with many gifts from the Runes. That's the big take-away for me. Unlike other Runic streams, Rune Games is of its own genre in that it's not influenced by the Purist, Thorsson's, or Blumist's schools of thought, but arises from their own studies of the Rune poems, Nordic histories and stories, Eddas, and personal experiences.

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