

[Ebook free] Amazing Toys of Marvin Glass: 1950's to 1974

## Amazing Toys of Marvin Glass: 1950's to 1974

Joyce Grant

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**Joyce Grant : Amazing Toys of Marvin Glass: 1950's to 1974** before purchasing it in order to gage whether or not it would be worth my time, and all praised Amazing Toys of Marvin Glass: 1950's to 1974:

Throwback enthusiasts will enjoy this walk on the colorful side of a 1960s and 1970s childhood. During this period the toy industry exploded with an infusion of bright, zany playthings for kids, and Marvin Glass's revolutionary toy designs helped shape a generation, or at least gave them a memorable childhood. The company's playthings had a special look and personality: toys that chased you, mechanical toys you could take apart and be trusted to put back together again, a game where you could knock off your opponent's block, and an exploding bomb you could throw to your playmate. Toys and games such as Mr. Machine, Odd Ogg, Rockem' Sockem' Robots, and Mystery Date have achieved iconic status, thanks to their amazing inventor. This book is the first exclusive guide to Marvin Glass toys

and games from the late 1950s to 1974 and includes a price guide.