

#1469549 in Books imusti 2015-05-01Original language:EnglishPDF # 1 7.00 x .75 x 4.50l, .48 #File Name:

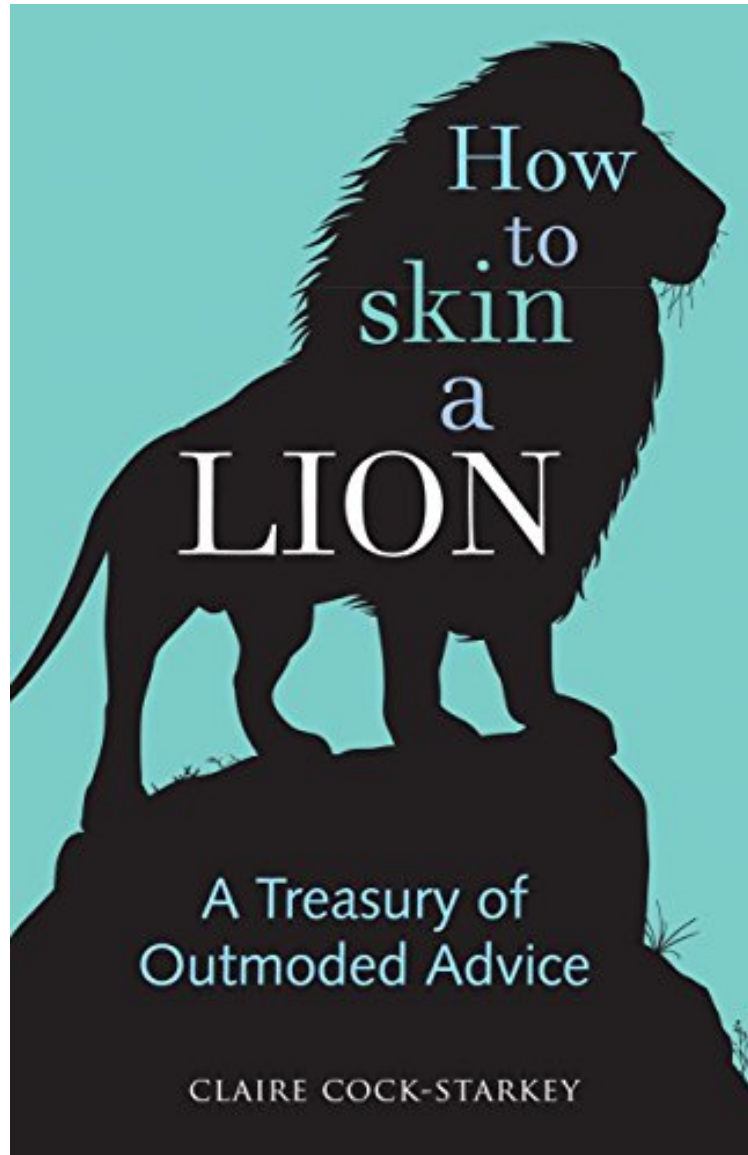
0712357823160 pagesBritish Library | File size: 53.Mb

 **DOWNLOAD**

 **Read more**

Claire Cock-Starkey

**Download PDF / ePub / DOC / audiobook / ebooks*



(Download free pdf) How to Skin a Lion: A Treasury of Outmoded Advice

How to Skin a Lion: A Treasury of Outmoded Advice

Claire Cock-Starkey : How to Skin a Lion: A Treasury of Outmoded Advice before purchasing it in order to gage whether or not it would be worth my time, and all praised How to Skin a Lion: A Treasury of Outmoded Advice:

0 of 0 people found the following review helpful. All about anachronismsBy ralph m brackettanachronisms abound in this slim volume, like how to skin a lion0 of 1 people found the following review helpful. Any more than \$11.06 and I would pass on this.By Richard O.Interesting, but of absolutely no practical use. I'll never have to skin a lion, or any other animal, nor will I ever meet a Maharajah.Fascinating is right, outmoded is right, useful...no, but still fun to read.

Have you ever wondered how to pan for gold, train a falcon, or make a love potion? Could you restore a drowned person, smoke your own bacon, or correctly address a Maharajah? If not, fear not you will find the answer in this book.

How to Skin a Lion is a fascinating collection of miscellaneous historical advice, gathered from the magnificent archives of the British Library. Drawing on medieval manuscripts, Victorian manuals, and self-help guides of the early

20th century, the book uncovers an extraordinary range of guidance from etiquette to apiculture, medicine to mechanics. *How to Skin a Lion* offers an intriguing insight into a past with no modern conveniences, where navigating the social scene was fraught with perils and Google did not hold the answer to everything.

About the Author Claire Cock-Starkey was series editor for all seven editions of Schott's Almanac. She is the author of *The Georgian Art of Gambling*.