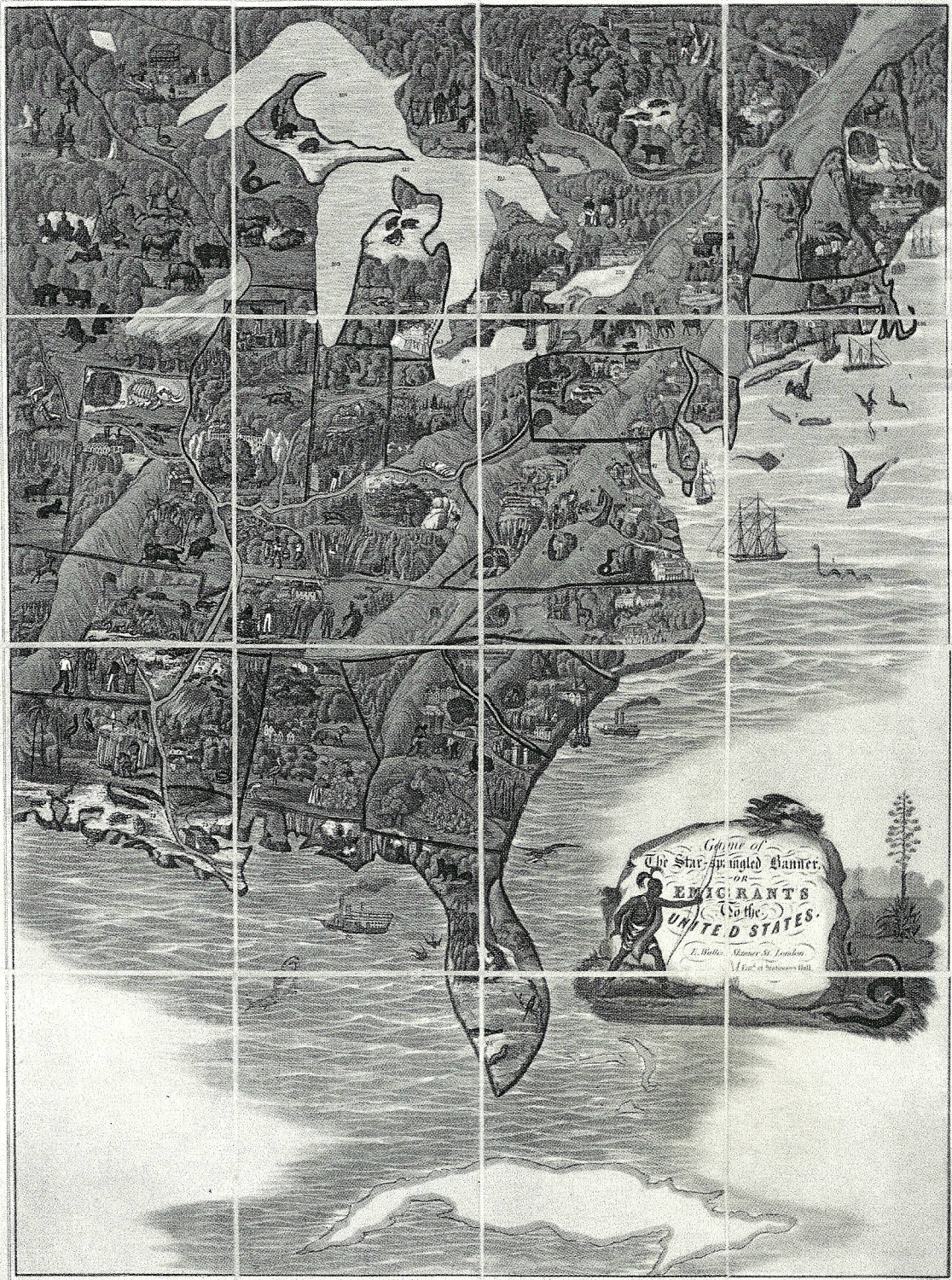


PLATE A



Instructional Game (referred to on Page 44)

(frontispiece)



Table Games  
of  
Georgian and Victorian  
Days



by

J. R. B. Whitehouse



Peter Garnett  
47 Welbeck Street, London, W.1  
1951



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An alphabetical list of all known games appears on page 94. Games listed in their respective groups *and not described in the text* have not received my personal examination, but proof exists of their actual publication.

F. R. B. WHITEHOUSE

"Chad Valley," Harborne, Birmingham.



## CHAPTER I

### HISTORY OF INDOOR GAMES

THE ORIGIN of indoor games is lost in the mists of time. The urge for "something to do" must have been known to the old Egyptians, for in the tombs of 1000 to 2000 B.C. have been found pieces or "men" very similar to our present draughtsmen, a game known to the Romans and also to the Spaniards of the sixteenth century, at which date a book on the game was published in France.

Chess, which is believed to have been invented in Hindustan, travelled thence through Persia, where there is a record of Alexius I, Emperor of the East, playing it, and through his association with the warriors of the First Crusade it may well have been carried back by them into Europe.

Parcheesi or PACHISI (Hindu PACHIS = 25) was played at the court of Akbar (1542-1605) one of the Mogul Emperors, who caused one of his courtyards to be paved in the design of the board for the amusement of himself and his court: the "pieces" for the game being beautiful girl slaves from his harem, who moved at the command of the players. From this game *Ludo* undoubtedly is derived, the main difference being that the modern version has no spaces upon which the player is "safe".

Dominoes, invented possibly in Italy at the end of the seventeenth or beginning of the eighteenth century, is so called from their ebony backing which, resembling a cloak called a Domino, provides the name for a game into which skill enters to a far greater degree than is usually appreciated.

Mah-Jongg, sometimes referred to as the Chinese game of Dominoes, has no similarity thereto except in the shape of the pieces, being instead a collecting and discarding game, and is reputed, though without very much proof, to have been played there for a thousand years. From Mah-Jongg the card game of COON-CAN seems to have been adapted, while some forms of RUMMY are not dissimilar.

Nine Men's Morris is an old English game whose origin is unknown: it is played by two players each having nine pieces or men, placing them alternately upon a board printed with squares one within the other. In Shakespeare's day this game, like Parcheesi, was played out of doors (*Midsummer Night's Dream*, Act II, Scene I).

But to go back two hundred years we must imagine a land and a period utterly different from the ones we know.

The population of the whole country was only about seven millions, of whom rather more than half a million lived in London. Communication throughout the land was by road: there were no trains, no 'phones, no telegrams: the journey from Edinburgh to London—a distance of 400 miles—took ten days in summer and a couple more in the winter, when it was no uncommon occurrence for the coach to be snowed up whilst crossing the moors. Highwaymen were not unknown (Dick Turpin was hanged at York, 7th April, 1739).

There were no schools as we know them to-day, education was restricted, letter writing no common accomplishment, which explains the reference in *A Journey through Europe* to John Jefferys as a "Writing Master", and although London, Edinburgh and a few other important towns had their own local posts, a century was to pass before Rowland Hill's penny postage came (1840).

The castles and mansions of the nobility and gentry, whilst giving security to their occupants by reason of their strength, lacked entirely any real form of comfort or even sanitation: the filth of many cities was indescribable, where at a stated hour of night all the accumulated household refuse would be flung out into the street below, when it was (or should have been) removed by road scavengers. It remains a wonder that cultured men and dainty women should have remained content with such conditions, particularly those who had visited Paris and other European cities, where hotels were already well established.

In those times and under such conditions children had but little to amuse them and as darkness fell, candles would be lighted to cheer the long dark nights of winter whose hours pass so slowly.

How eagerly then would the children of the 1750's welcome the



appearance of a game played with a Tee-To-Tum or dice which they could place alongside their candles, and, gathering around, absorb either the knowledge or the moral improvement which it was the purpose of such games to impart; the game ended, folded up and returned to the bookshelves, it there remained until the day the library was dispersed, and into the hands of the second-hand book-seller passed those games which let us now unfold, and, spreading out like the magic carpet, sail back down the years into those "good old days" of which we hear so much and know so little.

Like the early maps, these old games were printed from engraved copper or steel plates and coloured by hand with water colour paint: copies of the same game nearly always show variations in the colour scheme employed according to the fancy of the colourist. Many are so well coloured as to make it difficult to decide if they are printed or hand-tinted.

When the colours are more or less constant, stencils were probably used to provide the colour effect, but most frequently they were applied freehand with a brush.

Shortly before 1840 lithographs began to replace the engravings of the early publishers, but even these in some cases are hand-coloured, the main outlines and some of the larger areas alone being printed, the details being picked out in colour by hand.

The earlier games when folded up were usually enclosed in slip cases made of stout paper or thin cardboard, covered with a marbled or other fancy paper, a printed title label being affixed on the outside.

Fifty years later, whilst the same method of mounting and folding was in vogue, the employment of folding covers replaced the slip case: these covers are usually made of cardboard covered with cloth, blind or gold-blocked with ornament and title, and it is in this form rather than in slip cases, that the best preserved specimens have come down to us 150 years later.

No actual records are known giving the quantities printed of the early editions, but as some of the plates show distinct signs of wear, it is reasonable to suppose the issues ran into the thousands, and of course, the games remained current for quite a number of years.

On the last page of the booklet issued with "A Companion to Bett's Portable Globe", and following a list of his games, it is stated "The demand for these games has now reached the Twelfth Thousand".

The beauty of workmanship displayed in many of the older engravings, their curious spelling and long-forgotten place names, e.g. BRIGHTHELMSTONE (Brighton); UMMERAPOORA (Capital of the Birman Empire beyond the Ganges); JEDDO (Capital of the Japan Empire); provide hours of fascinating study.

Long-forgotten facts emerge unexpectedly: one game reminds the players that LIMA is not yet recovered from the dreadful earthquake which in 1746 destroyed 5,000 of its inhabitants. A geographical game of 1816 allots large capital letters to BOTANY BAY, small ones to SIDNEY, and in Africa wide spaces are marked "unexplored". Imagine the thrills our ancestors of six generations ago must have experienced in visiting such lands even with a "PILLAR"—as the markers for games in those far-off days were termed!



## CHAPTER II

### GEOGRAPHICAL GAMES

MOST OF the games under this heading are based on the equivalent of a map: in the early ones, as the illustrations show, they are literally maps with a track incorporated, starting usually—in the case of Europe—from a south coast English port, visiting the capitals and cities of interest or importance throughout the Continent, each being numbered consecutively and described in the rules, and terminating at London.

Players moved their markers or “pillars” according to the number shown by the *TE-TO-TUM* or dice, but about 1790 dice appear to have been in disfavour.

Later editions still used the map outline with objects or views in perspective, e.g. *Wanderers in the Wilderness*.

	<i>Date published</i>	<i>Publisher</i>
<i>A Journey through Europe</i>	1759	Carrington Bowles
<i>Royal Geographical Amusement</i>	1774	Robt. Sayer
<i>Royal Geographical Pastime</i>	1794	Laurie & Whittle
<i>Tour of Europe</i>	1794	John Wallis
<i>Tour of England and Wales</i>	1794	John Wallis
<i>Voyage Round the World</i>	1796	John Wallis
<i>British Geographical Amusement</i>	1791	Carrington Bowles
<i>Geographical Game of Europe</i> by Dr. Nugent	N.D.	Bowles & Carver
<i>Geographical Game of the World</i>	N.D.	Bowles & Carver
<i>Tour of Asia</i>	1802	John Wallis
<i>Tour of Scotland</i>	N.D.	John Wallis
<i>Tour through America</i>	N.D.	John Wallis
<i>Walker's Tour of England and Wales</i>	1809	W. & T. Darton
<i>Walker's Geographical Pastime</i>	1816	W. & T. Darton
<i>Middleton's Geographical Game of a Tour through England and Wales</i>	1829	J. Harris

	<i>Date Published</i>	<i>Publisher</i>
<i>Counties of England and Wales (Picturesque Round Game of)</i>	N.D.	E. Wallis
<i>Railway Game or Tour through England and Wales</i>	N.D.	E. Wallis
<i>European Travellers</i>	N.D.	E. Wallis
<i>Parlour Travellers through Europe</i>	N.D.	E. Wallis
<i>Wanderers in the Wilderness</i>	N.D.	E. Wallis
<i>Travellers of Europe</i>	1842	Wm. Spooner
<i>England and Wales (Spooner's Pictorial Map of)</i>	1844	Wm. Spooner
<i>Tour through England and Wales</i>	N.D.	John Betts
<i>Tour through Europe</i>	N.D.	John Betts
<i>Game of the World (Picturesque Round)</i>	N.D.	William Sallis
<i>Voyage Round the World (Crystal Palace Game)</i>	N.D.	Alfred Davis & Co.

*Geographical and Historical (Combined)*

<i>Crowned Heads</i>	N.D.	David Ogilvy
<i>L'Orient, or the Indian Travellers</i>	N.D.	David Ogilvy
<i>Geographical and Historical Travellers through England and Wales</i>	N.D.	William Sallis

*A JOURNEY THROUGH EUROPE (1)\**

*or The Play of Geography. Invented and sold by the Proprietor, John Jefferys, at his house in Chapel Street, near the Broad Way, Westminster. Writing Master, Accompt., Geographer, etc. Printed for Carrington Bowles, Map & Printseller, No. 69 in St. Paul's Church Yard, London. Price 8s. Published as the Act directs, September 14th, 1759.*

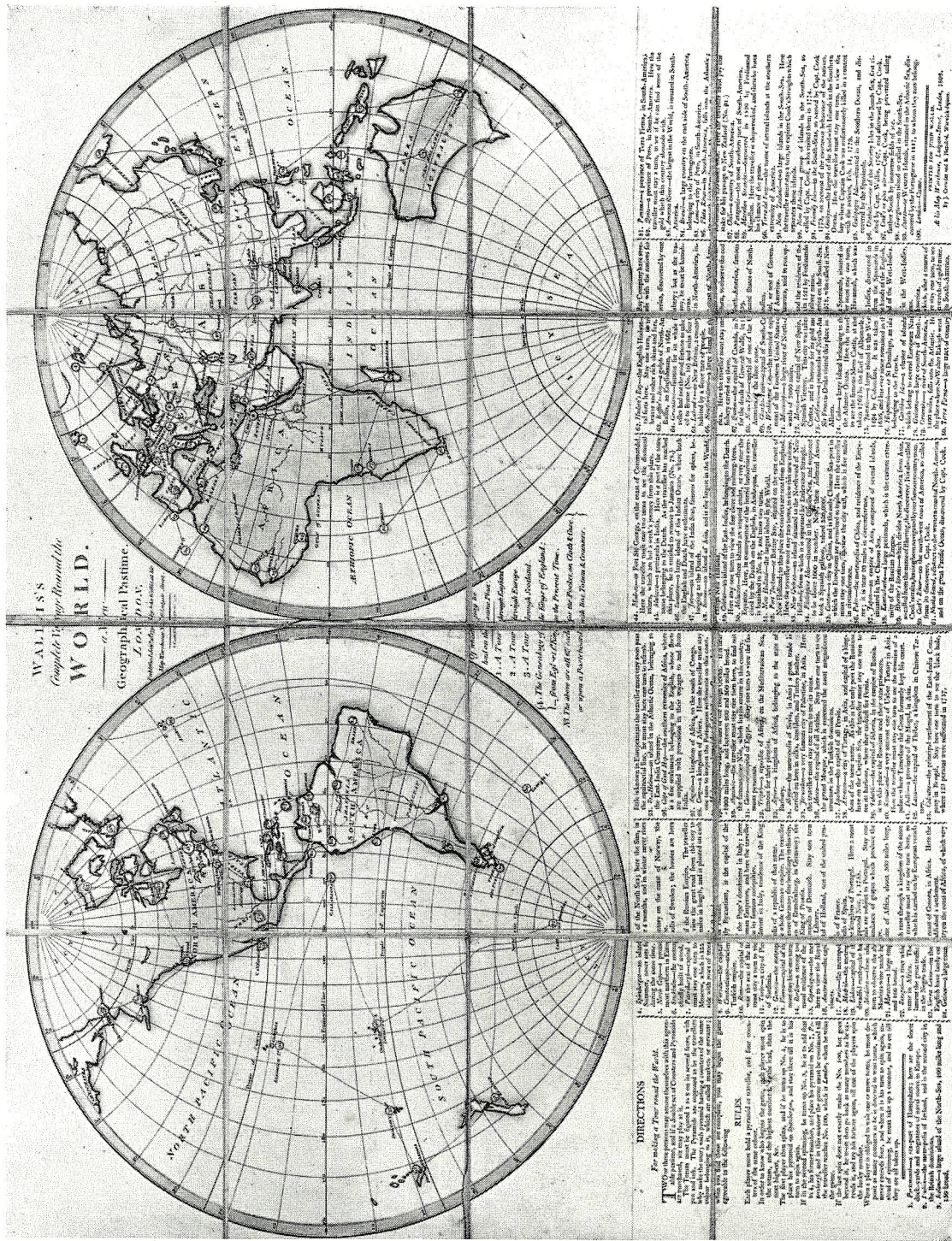
The earliest *dated* game known. An engraving of a map of Europe size 27 in  $\times$  20½ in cut into 16 sections and mounted on to brown canvas. The countries are hand-tinted with pale washes of water

\*When there is a number after the name of the game, it refers to the illustration bearing that number.









2. Geographical Game (referred to on page 10)



colour. The game is contained in a slip case without outer label. The rules, four in number, are printed from type on a separate piece of paper and pasted over a portion of Asia on the right-hand side of the game. It is stated that "The Journey through Europe is to be played in all respects the same as the game of Goose".

The Explanation, in engraved lettering over the Atlantic Ocean, instructs the players what to do on arrival at each of the numbered places. No 1 is York, and "He who rests at No 77, London, wins ye play, shall have the honour of kissing Ye King of Great Britain's hand and shall be knighted and receive ye compliments of all ye company in regard to his new Dignity". Whilst "He who rests on any No where a King lives shall have ye priviledge to reckon his Spin twice over". At most of the towns the players are instructed to go on or go back, e.g. "He who rests at 28 at Hanover shall by order of Ye King of Great Britain who is Elector, be conducted to No 54 at Gibraltar to visit his countrymen who keep garison there".

"He who rests at 48 at Rome for kissing ye Pope's Toe shall be banished for his folly to No 4 in the cold island of Iceland and miss three turns."

The spelling of some of the towns renders them unrecognizable to-day: who could say where IVICA, RATISBON, HERMANSTAT and MOREA are situate?

### ROYAL GEOGRAPHICAL AMUSEMENT

*or the Safe and Expeditious Traveller through all the Parts of Europe by Sea and by Land. An Instructive Game Calculated for the improvement of the Young Learners of Geography by DR. JOURNEY. London. Printed for Robt. Sayer, Map and Printseller at No 53 in Fleet Street as the Act directs 10 Jany 1774. Price 5s. Completely done upon a Past Board with Box, Totum, Pillars and Counters Included.*

An engraving of the map of Europe with explanation and rules printed from type and affixed either side the map, size in all  $28\frac{1}{2}$  in  $\times$   $19\frac{1}{2}$  in, hand-coloured, cut into 16 sections, mounted on white canvas and contained in slip case without label.

Starting at Calais, No 1 the players tour Europe and finish at 103 London, staying the stated number of turns at most of the cities or in the case of 41 Ferrara, a decayed and very unwholesome city in the Pope's dominions, go back to 29 Montpellier to breathe the pure air of that city.

No 89 Hanover is the Capital of His Majesty's (Geo. III) German dominions.

### ROYAL GEOGRAPHICAL PASTIME

*for England & Wales wherein The Distance of each Town is laid down from London in Measured Miles, being a very amusing game to Play with a Teetotum, Ivory Pillars and Counters. London. Published 12 May 1794 by Laurie & Whittle 53 Fleet Street, where may be had A TOUR THROUGH EUROPE as a Companion to This.*

An engraving of a map of England and Wales with the rules printed from type and affixed either side of the map, size in all 27 in  $\times$  21½ in, cut into 16 sections, mounted on canvas and hand-tinted in water colours.

There are 169 named places: No 1 Windsor, 169 London. The numbers do not run consecutively from one adjoining town to the next, Bath being 2, 3 Cambridge, 4 Oxford, thus the children got to know the location of the town or they couldn't move their marker on to it.

### WALLIS'S TOUR OF EUROPE

*a new Geographical Pastime. London. Published Nov 24 1794 by John Wallis at his Map Warehouse No 16 Ludgate Street of whom may be had upon the same plan A TOUR THROUGH ENGLAND and ROUND THE WORLD.*

An engraving of a map of Europe with the rules printed from type and affixed either side of the map: size in all 27¾ in  $\times$  19¼ in. Cut into 16 sections and mounted on white canvas. Contained in a slip case. The First Editions have an oval label printed in black



from an engraved plate pasted to the outside of the case: subsequently rectangular ones with a scroll surmounted with a crown and flags were used with a Cannon, Drum and Anchor in the background.

On the author's copy of this game the colouring is as brilliant as when applied with a brush over 150 years ago, and most accurate in its outlines.

Starting at No 1 Harwich players tour Europe and finish at 102 London.

One of the later editions of this game was printed from the original plate but with all the sea areas denoted by horizontal lines. This particular edition was published 13th March, 1811 by John Wallis at his Map Warehouse 13 Warwick Square, not 16 Ludgate Street as in early editions. The rules no longer appear alongside the map, but are printed in a separate booklet, whose imprint is E. Wallis, 42, Skinner Street, Snow Hill, and printed by T. Davis, 102 Minories.

#### WALLIS'S TOUR THROUGH ENGLAND AND WALES

*a new Geographical Pastime. London. Published 24 December 1794 by John Wallis at his Map Warehouse No 16 Ludgate Street: where may be had upon the same plan A TOUR ROUND THE WORLD and another THROUGH EUROPE.*

This is a companion game to the last one described, published one month later: another edition was published 8th March, 1802 at 16 Ludgate Street.

The chief interest in this game lies in the descriptions of the towns.

Starting at No 1 Rochester and finishing at 117 London it visits, e.g.

8 BRIGHTHELMSTONE (Brighton). Here Charles II embarked for France 1651 after the Battle of Worcester.

27 BRIDGEWATER. A port town of Somerset. Here the Duke of Monmouth was proclaimed King 1688. (Just over 100 years ago.)

32 MARLBOROUGH. The traveller must stay here one turn, to dine at one of the finest Inns in the Kingdom.

- 49 HEREFORD. An ancient decayed place with a large Cathedral in danger of speedy ruin.
- 59 SHREWSBURY. A respectable ancient town, inhabited by a great number of genteel families, and famous for its excellent brawn.
- 79 HALIFAX. A considerable town and is the great market for SHALLOONS, CALLIMANCOES, EVERLASTINGS, etc.
- 90 CARLISLE. This place surrendered to the Rebels 1745 (49 years ago).
- 102 NORWICH. One of the most populous cities in England. It has 12 gates, 36 Parish Churches besides the Cathedral and Dissenting Meeting Houses.

*WALLIS'S COMPLETE VOYAGE ROUND THE WORLD(2)*

*A new Geographical Pastime. London. Published Jany 20. 1796 by John Wallis at his Map Warehouse, No 16 Ludgate Street, of whom may be had upon the same plan. 1. A Tour through England. 2. A Tour through Europe. 3. A Tour through Scotland. 4. The Genealogy of the Kings of England, from Egbert 1st king to the present time.*

*N.B. The above are all 6s. each for the Pocket, on cloth and case, or upon a Pasteboard with Box, Totum and Counters.*

An engraving, beneath which the rules printed from type are affixed, overall size 25 in × 20 in. Hand-coloured, cut into 16 sections and mounted on canvas. In the author's copy the rules printed by J. Crowder and E. Hemsted, Warwick Square, 1802 (6 years later than the game sheet).

Starting at No 1 Portsmouth, the route travels the world, finishing at 100 London.

Showing how little was known of the world south of the equator, the only town marked in New Holland (TERRA AUSTRALIA) is Port Jackson, the convict station on Botany Bay.

In India, three towns are shown, viz. Calcutta (see the Black Hole, where 123 persons were suffocated in 1757—40 years ago), Delhi, Madras.

No towns are shown on Africa south of the equator except "Cape



of Good Hope where English fleets are supplied with provisions in their voyages to and from India”.

*BOWLES BRITISH GEOGRAPHICAL AMUSEMENT*

*or Game of Geography in a most Compleat and Elegant Tour thro' England and Wales and the adjoining parts of Scotland and Ireland. London. Printed for the Proprietor Carington Bowles No 69 St. Paul's Church Yard. Published as the Act directs 2 Feb. 1791.*

An engraving size 19 in  $\times$  21½ in, rules printed from type either side of the map of England and Wales, making a sheet 25½ in  $\times$  19 in. Hand-coloured, cut into 16 sections and mounted on canvas. The game starts at Dover and ends at No 114 London. Similar in play and appearance to other map games, the notes about the towns of call are of interest, e.g.: HARLEIGH (Harlech), a pretty town; beware of smugglers and plunderers of ship-wrecks. DONAGHADEE, a town noted for the rudeness of its inhabitants. A later edition of the same game: published 2nd February, 1800 by Bowles & Carver at the same address.

*BOWLES EUROPEAN GEOGRAPHICAL AMUSEMENT*

*or Game of Geography designed from the Grand Tour of Europe by Dr. Nugent. Printed for the Proprietors Bowles & Carver No 69 St. Paul's Church Yard, London.*

Quoting from the rules, “Two or more Ladies or Gentlemen having agreed to make an elegant and instructive Tour of Europe”, etc. An engraving of a map of Europe, size, with rules at either side, 26 in  $\times$  19 in, cut into 16 sections, mounted on canvas and hand-coloured. Starting from No 1 Calais, the players visit all the important towns until 102 London is reached. The game is undated, but the rules refer to Archangel nearly destroyed by fire in 1793: it follows its publication date is subsequent to that.

It is contained in a slip case with printed label on one side.

### WALLIS'S TOUR THROUGH ASIA

*A new Geographical Pastime. London. Published Nov 30. 1802 by John Wallis, No 16 Ludgate Street of whom may be had Geographical Games of the World, Europe, America, England and Scotland upon the same Plan.*

An engraving which, with the directions printed from type and affixed either side of the map of Asia, makes a sheet  $28\frac{1}{4}$  in  $\times$   $19\frac{1}{2}$  in, cut into 16 sections, mounted on canvas and hand-coloured. The game is a race track from No 1 Smyrna, passing through all the countries forming the Continent of Asia, and ends at 92 Tobolsk. An eight-sided totum was used. The game is contained in a slip case with an engraved picture label on one side, hand-coloured. The imprint reads: "Published May 20. 1802 by John Wallis at his Map Warehouse, Ludgate Street."

Many of the place names are unknown to our present-day atlases, e.g.: UMMERAPOORA, Capital of the Birman Empire, JEDDO, Capital of Japan, while others conjure up visions of Arabian Nights: 10 SANA, famous for its beautiful orchards.

- 25 HUDRABAD. Near the Diamond Mines of GOLCONDA. Adventurers purchase here a portion of land and dig at hazard for Diamonds, by which they sometimes make immense gain.
- 26 DELHI. Capital of the Mogul Empire.
- 29 CALCUTTA. Capital of all the English East India Company's possessions in India.
- 54 Mountains of MUSTAG, a large range of snowy mountains.
- 55 SAMARKAND. A large city belonging to the Independent Tartars. Birthplace of TAMARLANE the Great.
- 61 CIRCASSIA. A District of Armenia, famous for the Beauty of the Women.
- 69 KARA-KUM, Formerly the residence of GENGHIS KHAN who subdued India and established the Mogul Empire.
- 89 Cape CEVEROVOS-TOCHNI, the most Northern Point of Asia.



*WALKER'S TOUR THROUGH ENGLAND & WALES*

*A New Pastime. Published for the author by W. & T. Darton, 58 Holborn Hill, Jan. 2. 1809.*

A map of England and Wales engraved and hand-coloured, cut into 18 sections, mounted on canvas and contained in a slip-in case with printed label. Size, with rules on either side of map, 26 in × 21 in. The distances from London of the towns visited are given in miles: sea distances in leagues, Dover being 7 leagues from Calais.

*WALKER'S GEOGRAPHICAL PASTIME*

*Exhibiting a Complete Voyage Round the World in Two Hemispheres with Tetotum, Pillars and Counters for playing this Highly Interesting Game. London. Published by W. Darton Junr. 58 Holborn Hill, London, 9 May 1816. (The label on the slip-case says Willm. Darton Jany 1. 1821.)*

The game comprises two engravings (a) Western Hemisphere and (b) Eastern Hemisphere mounted together on one piece of stout linen cut into 24 sections, overall measurement 38 in × 20 in. The author's copy is evidently an early impression from the plate: the lettering and detail being brilliantly sharp and the hand-tinting bright and clear.

Of the old map games this one must occupy a high place; hours of enjoyment are derived from the examination of the place names and by following the voyages of several of the early navigators, e.g. Captain Cook, Captain Vancouver, Captain Gore, M. de la Perouse, all of which are shown in detail and the game published within 40 years of the actual voyages, the dates of which are given. On the map of the Eastern Hemisphere—the Old World—Africa comprises chiefly "Regions unexplored" and in the south "Hottentots", whilst in the north marked "Land of Dates" and "Nomadic or Wandering Tribes who occupy the Habitable parts of the Deserts".

Australia is divided into New Holland, the western half, and New South Wales, the eastern. From north to south on the western side

are Van Dieman's Land, Dampier's Land, De Witt's Land, 1628, Endracht Land, 1616, Edel's Land, 1619, Leeuwin's Land, Nuyt's Land, 1627. The only towns in New South Wales are Port Jackson, Sidney (very small type), Botany Bay (large type).

Of the New World, North America is marked as such, Canada, Labrador and New Britain appear as separate districts. United States covers a small area on the eastern seaboard, Louisiana in the centre and New Albion and California on the western seaboard.

The Colombia and Venezuela of to-day are termed "TERRA FIRMA". The Amazon flows through Amazonia instead of Brazil: Argentina, then, was Rio de la Plata, and in the far south, Patagonia. The North Pole is surrounded by the "Arctic Icy Ocean" and inside the Arctic Circle it is stated "Sea seen 1780 by Mr. MacKenzie" and "Sea seen 1771 by Mr. Hearne". In the far south, within the Antarctic Circle, "Firm Fields and Vast Mountains of Ice 71° 10' highest South Latitude of Capt. Cook".

Starting from No 1 Ireland, the game is played on a track calling at 155 places until it terminates at Sierra Leone.

#### MIDDLETON'S NEW GEOGRAPHICAL GAME

*of a Tour through England and Wales. London. Published by J. Harris, St. Paul's Church Yard. 1829.*

An engraved map of England and Wales, size 18½ in × 20½ in, cut into 12 sections, hand-coloured and mounted on canvas. Separate book of directions. Contained in slip-case with coloured picture label on one side.

#### WALLIS'S PICTURESQUE ROUND GAME (3)

*of the Produce & Manufactures of the Counties of England & Wales. London. Published by Edward Wallis, 42, Skinner Street. Entered at Stationer's Hall.*

The game is undated, but it was published between 1826 and 1837 and is notable for four things.





3. Geographical Game (referred to on page 15)





4. Geographical Game (referred to on page 16)



1. It is a lithograph with certain details added in colour by hand.
2. It was "Entered at Stationer's Hall".
3. A folding book-like cover has replaced the slip-case.
4. The conventional map has been replaced with a pictorial representation of the counties, keeping within their correct outline.

Size 20 in  $\times$  26 in, mounted in 16 sections on linen, contained in folding boards cloth-covered, size  $5\frac{1}{2}$  in  $\times$  7 in, blind blocked and stamped with full title in gilt. Sometimes the cover carries the title of "Pictorial Geography". The rules are printed as a separate booklet, of which at least 3 different editions are known.

The game is a race starting at the mouth of the Thames, comprises 151 stops, terminating at the City of London. Each county forms a small picture in itself: the Suspension Bridge across Menai Straits is shown (built in 1826), a four-masted sailing ship with one funnel is in the Bristol Channel, and a train emerges from a tunnel.

#### WALLIS'S NEW RAILWAY GAME

*or Tour through England & Wales. London. Published by E. Wallis, 42 Skinner Street.*

An engraving  $17\frac{3}{4}$  in  $\times$  20 in, alongside of which on either side but on the same sheet of paper, the rules are printed from type by Passmore, Great Guildford Street, Southwark. Size in all, 27 in  $\times$  21 in.

Hand-coloured, cut into 16 sections and mounted on linen contained in slip-case, covered in embossed cloth with title and the locomotive "VICTORIA," in gilt.

In addition to the race track—No 1 Rochester to 117 London—the respective railways are shown on the engraving and emphasized by an overlay of colour by brush, e.g. London and Birmingham Railway. Distances from London are marked in miles, names of the towns having railway stations are printed in the rules in heavy type: many important places such as Coventry, Derby, Chester and Hull have no stations. The game is undated, but is later than 1830.

*EUROPEAN TRAVELLERS (4)*

*An Instructive Game. Pubd. by E. Wallis, 42 Skinner Street. Also Games of the Produce of England—The United States—South America—Historical Pastime, &c. &c. on a similar plan.*

Lithographed and hand-coloured, size 26 in × 20 in, cut into 15 sections and mounted on canvas. Contained in folded boards, cloth covered, blind blocked and with title in gilt. A companion game to the same publisher's Picturesque Round Game depicting Europe in perspective, forming a race from the Arctic Sea to No 123 London.

*PARLOUR TRAVELLERS THROUGH EUROPE*

*A new game. London. Published by E. Wallis, No 42 Skinner Street, Snow Hill.*

An engraving of Europe without a single name upon it, but the location of towns shown by numbers—1 to 298. Hand-coloured, cut into 12 sections and mounted on linen, contained in a slip-case with coloured picture label on one side.

*WANDERERS IN THE WILDERNESS (5)*

*Wallis's new game. London. Edward Wallis, 42 Skinner Street. (Undated.)*

A coloured lithograph: mounted in 16 sections on linen contained in slip-case, cloth-covered and with title in gilt. The game is a map of South America drawn in perspective, showing mountains, rivers, trees, etc., with animals, serpents and birds, while at the top, swimming in the sea is a fish and whale, which, being partly submerged, gives the portion showing above water the appearance of a serpent, providing perhaps the explanation of early reports of such monsters having been seen.

The two copies of this game in the author's possession are so nearly alike as regards the adding of coloured detail that they were obviously done, if not by the same hand, certainly from a master

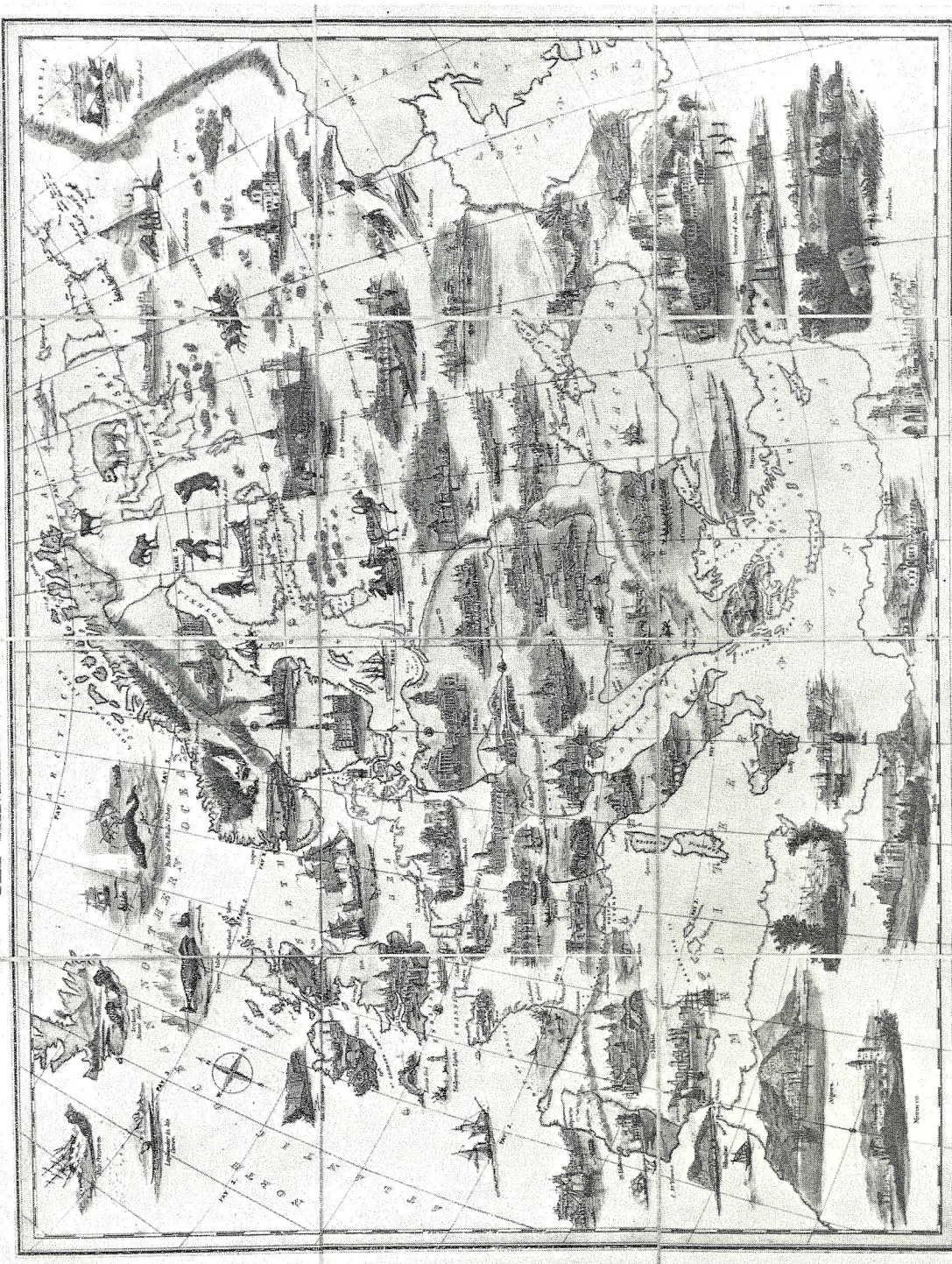




5. Geographical Game (referred to on page 16)



THE TRAVELLER, OR, A TOUR THROUGH EUROPE.



London: Published by Wilson, Spooner, 37, Strand, Dec: 17, 1812.



copy, and the price charged 100 years ago for these games (about 7s. 6d. each) cannot be considered excessive. This is a companion game to "The Star-Spangled Banner or Emigrants to U.S.A."

The book of rules printed by Passmore, Great Guildford Street, describes the towns visited, and is a joy to read, e.g.:

- 9 The mighty Amazons River or Maragnon, the largest in the world. It flows from Peru to the Atlantic a distance of 5000 miles, and is 180 miles wide at the mouth.
- 10 Look at the large creature swimming up the river! It is a water-serpent, 40 feet long at least.
- 17 What cry was that? So much like a man. O! there is an opossum with a crab he has jerked out of the water, pinching his tail in self-defence.
- 22 Hark at the horrid sounds which proceed from the forest! It is the death roar of a Jaguar which an immense Boa-Constrictor is in the act of crushing to a jelly.
- 45 Night is coming on, but never mind, for though the moon does not shine we will catch two or three of these brilliant Fireflies, one of which will afford light enough to read a book by.
- 52 JUAN FERNANDEZ. This is the island where Robinson Crusoe lived so many years. His real name was Alexander Selkirk.
- 62 LIMA. Is not yet recovered from the dreadful earthquake which in 1746 destroyed 5000 of its inhabitants.
- 66 I see the track of CAYMEN in the mud. Ah! there is one. He plunges in the stream with an unhappy negro whom he has surprised in his tremendous jaws. Now the shrieks of his struggling victim are stifled beneath the waves. (Imagine the nightmares this game must have caused when played before bed-time, for most of its 85 stops are tragic ones.)
- 84 How brilliant are the colours of those little Humming Birds! They look like living diamonds as they dart from flower to flower: and see, there is a Bird of Paradise, displaying his elegant plumage. What would some ladies in England give for his skin, to adorn their heads!

### THE TRAVELLERS (6)

*or a Tour through Europe. London. Published by William Spooner, 377 Strand, December 1. 1842. W. Clerk, Lithogr. 202 High Holborn.*

An aquatint of Europe in soft colours, each country being filled in with views in perspective, e.g. views of Florence, St. Petersburg, sketches of a Russian and Sledge, Perils of the Whale Fishery, etc.

Starting-places are marked at the south of the map, players moving north, south, east or west as shown by the totum, paying to, or receiving from, the pool when they come to a place on the board so marked.

Size  $25\text{ in} \times 19\frac{3}{4}\text{ in}$ , cut into 12 sections, mounted on linen and folded into hinged boards with picture label on front entitled "The Travellers of Europe, Published by William Spooner, 377 Strand".

### THE TRAVELLERS OF EUROPE

*with Improvements and Additions. London. Published by William Spooner, 379 Strand December 1. 1852. L'Enfant, Printer, 12 Rathbone Place.*

Identical to the earlier edition in general appearance, cut into 9 sections and similarly contained in folding boards but of larger size.

Spooner's address in this game is 379, and not 377 Strand.

### SPOONER'S PICTORIAL MAP OF ENGLAND & WALES

*Arranged as an Amusing and Instructive game for Youth. Illustrated with upwards of One Hundred and Twenty Views. London. Published by William Spooner, 377 Strand. Nov. 5. 1844.*

An aquatint size  $20\frac{1}{2}\text{ in} \times 24\frac{1}{2}\text{ in}$ , mounted in 12 sections on linen folded into hinged boards with picture label on front. There are two editions both dated 5th November, 1844.

(i) The earlier state of the plate gives a finer print and has the starting-places marked on the edges of the map.



(ii) Later impressions show wear in the plate, and the starting-places in the margins have been removed.

The 36-page book of rules is dated 1845 and describes each county and its assize town.

### BETTS'S TOUR THROUGH ENGLAND AND WALES

*An amusing and Instructive Game for Children. London. John Betts, 115 Strand (nearly opposite Exeter Hall).*

A lithograph size  $24\frac{1}{2}$  in  $\times$   $27\frac{1}{2}$  in, with the edges of each county tinted by hand in light wash of colour. Mounted in 24 sections on linen, folded into hinged boards with paper label on front. The towns are marked with symbols denoting populations, e.g. Coventry between 30,000 and 50,000.

Book of rules printed by Taylor & Greening, 4 and 5 Graystoke Place, Fetter Lane, London, is undated, but on author's copy is the owner's name "Amy French, 1856".

### BETTS'S TOUR THROUGH EUROPE

A companion game and exactly similar. The race starts at Calais ending at No 104 London. The book of rules describes the places visited, e.g. KHERSON (90) the Capital of New Russia: ROME (36) the Capital of the Papal States. At the end of 42 pages of descriptions there follow 20 pages of advertisements of atlases, globes and miscellaneous and educational games. (Not dated.)

### PICTURESQUE ROUND GAME

*of the Geography, Topography, Produce Manufactures and Natural History of various countries of the world. London. Wm. Sallis. (not dated.)*

A lithograph size 25 in  $\times$   $20\frac{1}{2}$  in, coloured and mounted in 12 sections on linen, folded into boards cloth-covered and stamped in gilt "Picturesque Voyage Round the World". Size  $6\frac{1}{2}$  in  $\times$   $8\frac{1}{4}$  in. A map of the world (not drawn to scale) with perspective sketches of leading features. T. H. Jones, Del et Lith.

A number of ships are shown but one only has a funnel—a paddle steamer off the Cape of Good Hope.

In North America, the western coast is termed “Russian America”. In Upper Canada “Dog Ribbed Indians” are seen pursuing Buffaloes. South America comprises GUIANA, PERU, BRAZIL, PARAGUAY, LA PLATA and PATAGONIA.

In Australia the only town marked is Port Jackson.

Tasmania is termed “VAN DIEMAN’S LAND”.

### *THE CRYSTAL PALACE GAME—A VOYAGE ROUND THE WORLD (7)*

*An entertaining excursion in search of knowledge, whereby geography is made Easy. By Smith Evans, F.R.G.S. L'ENFANT Lith. Alfred Davis & Co. 58, 59 & 60 Houndsditch, London.*

A lithograph which appears to have been transferred from an engraved plate from which maps have been printed and the lithograph adapted to a game size  $27\frac{1}{2}$  in  $\times$  19 in, partly hand-coloured, mounted in 12 sections on linen and folded into boards, cloth-coloured with title in gilt, size 7 in  $\times$   $8\frac{1}{2}$  in.

The voyages of Captain Flint are plotted, populations stated and items of interest marked, e.g. the Pacific is 13.35 feet higher than the Atlantic Ocean. Tahiti to The Horn 55 days. The course of the “GULPH” stream is marked by arrows. In the oceans and around the map small pictures are inserted, e.g. a polar bear, the Sphinx, an ostrich and in an oval, Queen Victoria and Prince Albert standing on a dais in, presumably, the Crystal Palace.

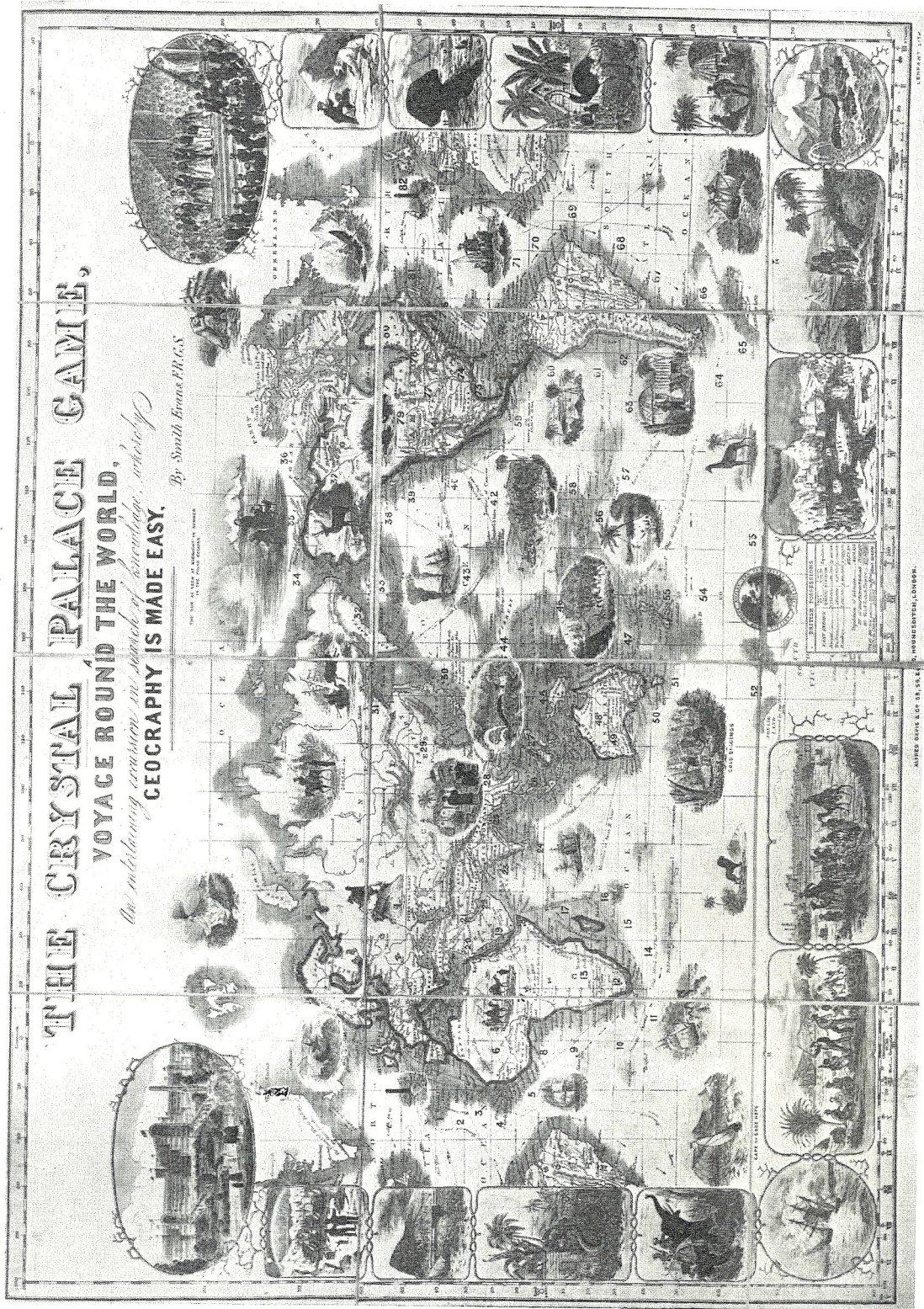
The game is undated, but it was probably published as a souvenir of the opening of the Crystal Palace in 1854.

### *THE ABBÉ GAULTIER'S COMPLETE COURSE OF GEOGRAPHY*

*by means of Instructive Games.*

Strictly speaking, this is a book, but each map in it does in fact

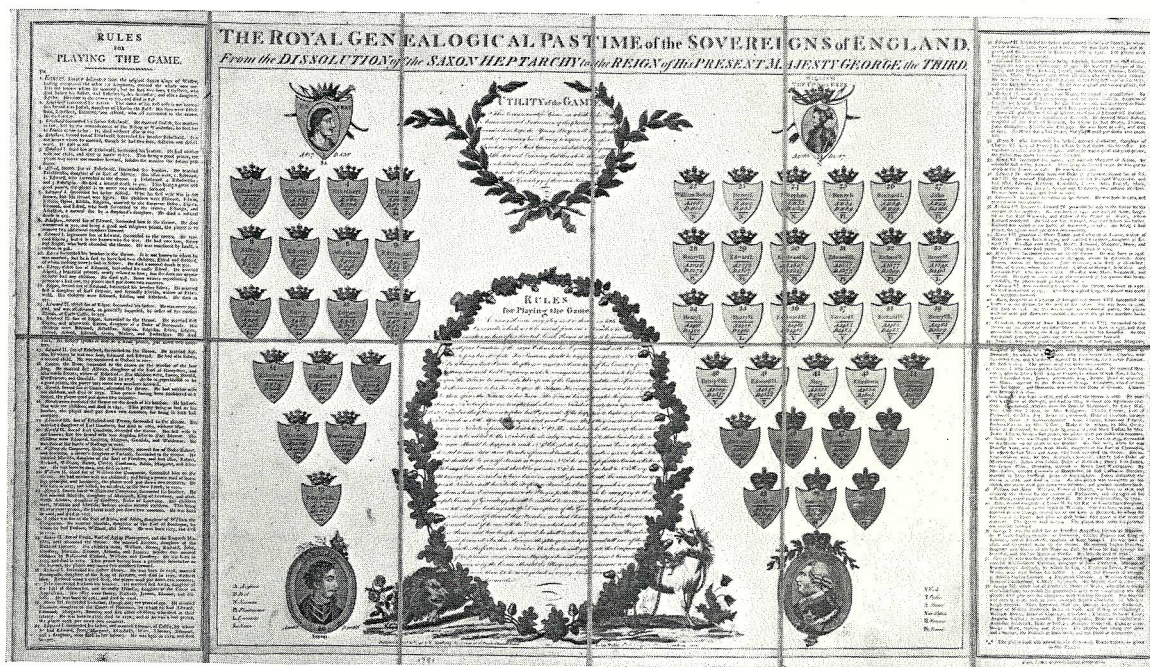




7. Geographical Game (referred to on page 20)



8. Geographical Game (referred to on page 23)



9. Historical Game (referred to on page 25)



constitute a game, and although not included in the list of geographical games on page 5, the description of it is included.

Size  $9\frac{3}{4}$  in  $\times$  15 in, comprising 50 pages and 14 maps (by Mr. Wauthier, his pupil), 7 are plain outlines and duplicates of the same 7 filled in with place-names, etc. Title page reads:

NOTA.—The following things are necessary for the first game, viz:

I A set of common maps, and another containing merely the outlines of the Kingdoms, Provinces, Course of Rivers, Situation, Principal Towns, Islands, Mountains, &c.

II A set of Counters, having the names of Kingdoms, Provinces, Islands, Seas, Rivers, etc. marked on them, that Pupils may themselves explain and point out their situation on the map.

London. Printed for John Harris, corner of St. Paul's Church Yard, 1813. Eighth Edition.

Next follows the author's letter to the Right Honourable Lady Amelia Spencer, youngest daughter of His Grace the Duke of Marlborough. "... Deign My Lady to accept this public tribute of my satisfaction as some return for the interest you are pleased to take in my method.

I am, with respect

My Lady

Your very humble

and very obedient Servant

L'Abbé Gaultier."

N.B. This game is listed at the end of "Harris's Geographical Recreation", 1809, and offered at £1 1s., or with counters £1 11s. 6d. (Seven earlier editions had been published before 1813.)

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These 26 games cover a period of about 100 years, a little primitive perhaps in the earliest form, but some of the engraving is beautiful, whilst the plotted voyages of the early navigators with place-names long forgotten, coupled with the quaint descriptions of some of the towns, combine in providing many hours of fascinating study.



It was in 1771 that ALOIS SENEFELDER was born at Munich, and who, while yet a young man, hit upon, somewhat by accident, a method of reproducing designs from a stone face, and before he died in his native town in 1834 he saw his invention—lithography—become almost universally used.

While the early engravings were always hand-coloured, later ones were sometimes tinted through stencils, and occasionally hand-colouring was employed to give emphasis to the flat tints of the lithographs.

Before closing the chapter and describing purely HISTORICAL games, the following three must be mentioned as combined:

GEOGRAPHICAL AND HISTORICAL GAMES	Date Published	Publisher
<i>Crowned Heads, or Contemporary Sovereigns</i>	(after 1844)	David Ogilvy
<i>L'Orient, or the Indian Travellers</i>	(after 1846)	David Ogilvy
<i>Geographical &amp; Historical Travellers through England and Wales (The)</i>	N.D.	(Probably Sallis)

### CROWNED HEADS

*or Contemporary Sovereigns. An Instructive Game. London. Published by David Ogilvy at his repository for rational toys and amusements. L'Enfant Bros. lith. Printers. 12. Rathbone Place. (Not dated.)*

A lithograph size 30 in  $\times$  22 in, mounted in 9 sections on linen, folded into boards, cloth-covered with gilt title, surmounted by the Royal Arms. Boards size 8 in  $\times$  10 $\frac{1}{4}$  in. A map of Europe is in the centre, with portraits of contemporary rulers at the top. Queen Victoria occupies the centre, the others being: Sweden and Denmark, German States, Holland, Austria, France, Prussia, Russia, Spain, Portugal, Belgium, Turkey.

Along the lower edge and on either side are 40 panels depicting outstanding events from 1688 to 1844, e.g.: 1704 Marlborough at the Battle of Blenheim. 1834 Britannia frees the slaves.



*L'ORIENT*

*or the Indian Travellers. London. Published by David Ogilvy at his Repository for Rational Toys and Amusements (not dated).*

A lithograph after J. R. Barfoot, size 22 in  $\times$  29½ in, mounted on linen and folded into cloth covers with title "L'Orient or The Indian Travellers". A geographical and historical game comprising a map of Africa, Europe, Asia and Australia, with small views of "Calcutta", "Government House, Madras", "Bombay Harbour", half-length portraits of Kings and Queens and 36 illustrations of Indian Historical Events from 1714-1846.

*GEOGRAPHICAL & HISTORICAL TRAVELLERS**THROUGH ENGLAND & WALES (The) (8)*

*An Amusing and Instructive Game.*

A lithograph (T. Turner del & lith) size 23½ in  $\times$  24 in, mounted in 12 sections on linen, folded into boards cloth-covered, title in gilt, fastened with silk tape. Size 7 in  $\times$  8 in. The centre of the sheet is a map of England and Wales divided into counties. The game starts at No 1 in Cornwall and finishes at 102 London. Around the map are 28 views of places of interest.

Not dated, and no publisher's name, but probably by Sallis.



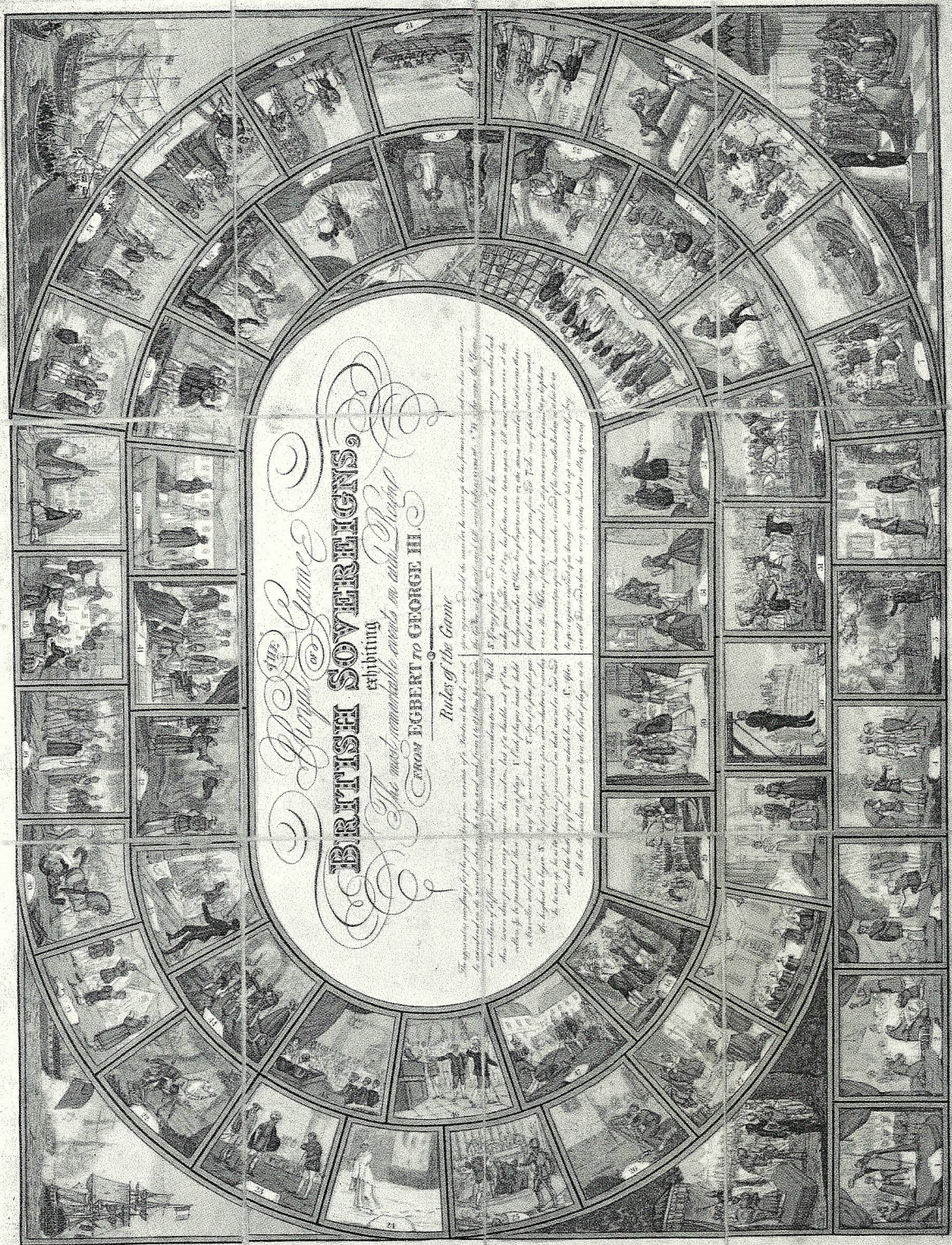
## CHAPTER III

### HISTORICAL GAMES

SPEAKING GENERALLY, these comprise a series of pictures of events, persons or battles with date and description of each. In a few instances both geography and history are combined in the same game.

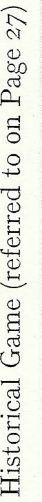
	<i>Date Published</i>	<i>Publisher</i>
<i>Royal Genealogical Pastime of the Sovereigns of England</i>	1791	E. Newbery & John Wallis
<i>History of England (Genealogical &amp; Chronological Game of) (The)</i>	1816	Bowdeny & Kerby
<i>Royal Game of British Sovereigns</i>	N.D. (earlier than) 1820)	J. & E. Wallis
<i>Amusement in English History</i>	N.D. (after 1840)	? Sallis
<i>Peter Parley's Victoria Game of British Sovereigns</i>	N.D. (after 1837)	?
<i>Game of English History</i>	1847	William Spooner
<i>Game of Ancient History</i>	1850	William Spooner
<i>Historical Pastime To Geo. III</i>	1803	J. Harris & J. Wallis
<i>Historical Pastime (The Jubilee)</i>	1810	J. Harris
<i>Historical Pastime To George, Prince Regent</i>	1814	John Wallis
<i>Historical Pastime To Geo. IV</i>	1828	Edw. Wallis & J. Harris
<i>Historical Pastime To William IV</i>	N.D.	Edw. Wallis & J. Harris





Historical Game (referred to on Page 25)







	<i>Date Published</i>	<i>Publisher</i>
<i>Historical Pastime To Victoria</i>	N.D.	Edw. Wallis & J. Harris
<i>Historical Pastime To Victoria</i>	N.D.	J. Passmore
<i>Universal History &amp; Chronology To Victoria</i>	N.D.	Wallis
<i>Pyramid of History</i>	N.D.	William Sallis

#### ROYAL GENEALOGICAL PASTIME (9)

*of The Sovereigns of England from the Dissolution of the Saxon Heph-tarchy to the Reign of His Present Majesty George the Third.*

Published 30th November, 1791 by E. Newbery, the Corner of St. Paul's Church Yard, and John Wallis, No 16 Ludgate Street, London. An engraving size  $29\frac{1}{4}$  in  $\times$   $16\frac{1}{2}$  in, hand-coloured, mounted in 12 sections on linen. Contained in slip-in case with title label on one side. The names, dates and lineage of the 52 monarchs are given in shield-shaped panels with portraits of Egbert, Harold II, William the Conqueror and George III. Players are told: "Most games are calculated only to promote little Arts and Cunning, but this while it will undoubtedly amuse will not a little contribute to make the Players acquainted with the genealogy of their own kings."

The game is a race over the 52 shields by means of an eight-sided Totum. Descriptions of the characters of the monarchs are printed from type on either side of the engraving. The printer is Bryer, Bridewell Hospital, Bridge Street.

#### ROYAL GAME OF BRITISH SOVEREIGNS (PLATE B)

*Exhibiting the most remarkable events in each reign from Egbert to Geo. III. Published by J. & E. Wallis, 42 Skinner Street, London and J. Wallis Junr., Marine Library, SIDMOUTH.*

An engraving size 24 in  $\times$  18 in, hand-coloured and mounted in 12 sections on linen, contained in slip case with picture label on one side.

Several editions of this game are known. The Third Edition



suggests 1820 as its date, the last panel, No 53, described in the rules is: "1820. Buonaparte on board the Bellerophon" and terminates "The Present edition of this game was published at Wallis's Juvenile Repository, 42 Skinner Street: whoever arrives here first is declared winner and is recommended to proceed immediately to the Publishers to purchase another game equally instructive and amusing".

A later edition of the book of rules (undated) has 3 spaces added:

54 George IV. Plans of London Improvements submitted to the King.

55 William IV. Negro Slavery abolished throughout the British Dominions.

56 Victoria. May her reign be long and happy.

#### *HISTORY OF ENGLAND (Amusement in the).*

A lithograph (Thos. Turner Del & Lith) size 25 in × 20 in, mounted in 12 sections on linen, folded into hinged boards, cloth covered, title in gilt.

Fastened with blue silk tape.

The game commences at "No. 1. A Briton" and continues to "A Dane" when portraits of the monarchs commence.

No 9. "William I became King 1066, Reigned 21 years", and so on to 79 "Victoria, became Queen 1837". The game ends at 80 "The Marriage of the Queen to Prince Albert". Not dated, no publisher's name, but probably by William Sallis.

#### *PETER PARLEY'S VICTORIA GAME OF BRITISH SOVEREIGNS*

A lithograph size 18½ in × 17 in, mounted in 15 sections on linen, folded into hinged boards, cloth covered and stamped in gilt. With the portrait of each monarch from William I to Victoria is given the date of their birth, began to reign, date of death and number of years reigned.

Not dated, no publisher's name, but probably by Darton & Clark, Holborn Hill, at a date later than 1836.



## ENGLISH HISTORY (PLATE C)

(*Spooner's Game of*). London. Published Nov. 1847 by William Spooner, 379 Strand, corner of Southampton Street L'ENFANT litho. 12 Rathbone Place.

A lithograph size  $24\frac{1}{2}$  in  $\times$   $19\frac{1}{2}$  in, mounted in 9 sections on linen, folded into hinged boards, cloth covered with picture label on front showing Victoria Tower, Houses of Parliament, Westminster Hall, and Westminster Abbey.

The game is a race from the Invasion of Julius Caesar through the leading events of English History to 1845, the last four pictures of battles: Culloden, Trafalgar, Sobraon, Waterloo. A most attractive piece of printing with brilliant colouring.

## ANCIENT HISTORY (10)

(*Spooner's Game of*). London. Published by William Spooner, 379 Strand. Nov. 4. 1850. METCHIM LITH. 1. ADAM ST. STRAND.

A lithograph size 25 in  $\times$  19 in, mounted in 9 sections on linen, folded into hinged boards with picture label on front showing "A Roman Triumph".

A companion game to the preceding one, outstanding among its scenes are:

Dispersion of mankind at Babel.

Destruction of Pompeii.

## HISTORICAL PASTIME

*or a new Game of the History of England from the Conquest to the Accession of George the Third. Published by J. Harris, corner of St. Paul's Church Yard and J. Wallis, 16, Ludgate Street. As the Act directs Dec. 1st 1803.*

How many editions were published is uncertain, but Books of Rules carry various dates up to 1806.

The game is an engraving size 21 in  $\times$   $22\frac{1}{4}$  in, hand-coloured and



mounted in 12 sections on linen, contained in slip-in case. Like all these "Historical Pastimes", it follows a snail-shell type of track composed of a large number of small circles, with the exception of the "Jubilee" game, running clockwise until the centre is reached.

It has 157 circles and terminates in an oval portrait of King George III.

### THE JUBILEE

*An Interesting Game. Published Jan. 1. 1810 by John Harris, Corner of St. Paul's Church Yard.*

An engraving size  $20\frac{1}{4}$  in  $\times$  22 in, hand-coloured, mounted in 12 sections on linen, contained in slip-in case with picture label on front. There are 150 circular panels, terminating in the centre with a picture of George III throned and surrounded by 4 emblematic figures. The illustrations are chiefly representative of events during the 50 years of the king's reign from 1760 to date of publication.

### UNIVERSAL HISTORY & CHRONOLOGY (11)

*Wallis's new game of May 20. 1814. Published by John Wallis, 42, Skinner Street, Snow Hill, London.*

An engraving hand-coloured, size 20 in  $\times$  20 in, comprising 137 circles. In the centre is a portrait of George, Prince Regent. A dealer's catalogue description of this game is as follows: "Centre: a portrait of George, Prince of Wales. May 20. 1814. The plate is probably the work of Robert Cruikshank, the drawing being in his style and his period. RARE."

The book of rules, printed by F. Vigurs, 14 York Street, Covent Garden, is of 34 pages and explains the 137 pictures, e.g.:

- |            |      |  |
|------------|------|--|
| Anno Mundi | 1    | The Creation of the World                                |
|            | 1656 | Universal Deluge   |
|            | 2182 | Letters first invented by MEMNON the Egyptian            |
|            | 3252 | Rome founded   |
|            | 3589 | The History of the Old Testament ends about<br>this time |



- Anno Domini 604 The first Church of St. Paul built in London  
by Ethelbert  
1000 Paper made of cotton rags first used in  
England  
1775 War between Great Britain and America  
1793 King and Queen of France beheaded by  
Guillotine  
1804 Buonaparte crowned Emperor of the French

### HISTORICAL PASTIME

*a new game of the History of England from William I to George IV.  
Published by E. Wallis, No 42 Skinner Street and J. Harris & Son, St.  
Paul's Church Yard, London.*

An engraving size 19 in  $\times$  19½ in, hand-coloured, mounted in 12 sections on linen, contained in a slip-in case with picture label on one side. 132 circles in the design with 3½ in. circular portrait of George IV in centre. No date, but book of rules printed by T. Davies, 117 Minories is dated 1828. The last circle on the game track, No 132, records the death of Queen Caroline in 1821.

### HISTORICAL PASTIME

*a new game of the History of England from William I to William IV.  
Published by E. Wallis, No 42 Skinner Street and J. Harris & Son,  
St. Paul's Church Yard.*

An exact reproduction of the preceding game except that a portrait of William IV replaces that of the late king. Undated, but about 1832.

### HISTORICAL PASTIME

*a new game of the History of England. Published by E. Wallis, No 42  
Skinner Street and J. Harris & Son, St. Paul's Church Yard.*

The plate of the previous game again employed, but with two



additional circles added to the track, viz. No 133, William IV, 1830, 134, Abolition of Slavery. The central  $3\frac{1}{2}$  in. circle carries a youthful portrait of Queen Victoria.

Contained in slip-in case stamped with title in gilt.

The book of rules printed by Wood & Chandler, 41 Beech Street, were used originally for the earlier reign; a printed slip relative to Nos 134 and 135 has been stuck over the terminating words "WILLIAM IV GAME".

### HISTORICAL PASTIME

*a new game of the History of England. London. Published by J. Passmore, 18 Fleet Street, Farringdon Street. (Undated).*

This game is a lithographed copy of the previous one with the addition of the Royal Arms at the top of the game and four corner pictures, viz: Trafalgar, Navarino, Seringapatam, Waterloo.

Size  $19\frac{1}{2}$  in  $\times$  25 in, mounted in 16 sections on linen, folded into boards, cloth-covered and with title in gilt.

### UNIVERSAL HISTORY & CHRONOLOGY

*(Wallis's new game of).*

An engraving size  $20\frac{1}{2}$  in  $\times$  20 in, hand-coloured and mounted in 12 sections on linen, folded into boards leather-covered and stamped in gilt "LOCOMOTIVE GAME".

The track comprises 143 circles. Starting at No 1, Adam and Eve, it records outstanding events until 143—A Railway Train—ends the game. Undated, but after 1840.

The Historical Pastime games just described although spanning a period of over 40 years, follow each other with astonishing similarity.

- (A) GEORGE III published 1803 by Harris & Wallis.  
GEO. III JUBILEE published 1810 by John Harris.
- (B) GEORGE—PRINCE REGENT published 1814 by John Wallis.
- (C) GEORGE IV N.D. (1828) by E. Wallis & J. Harris.

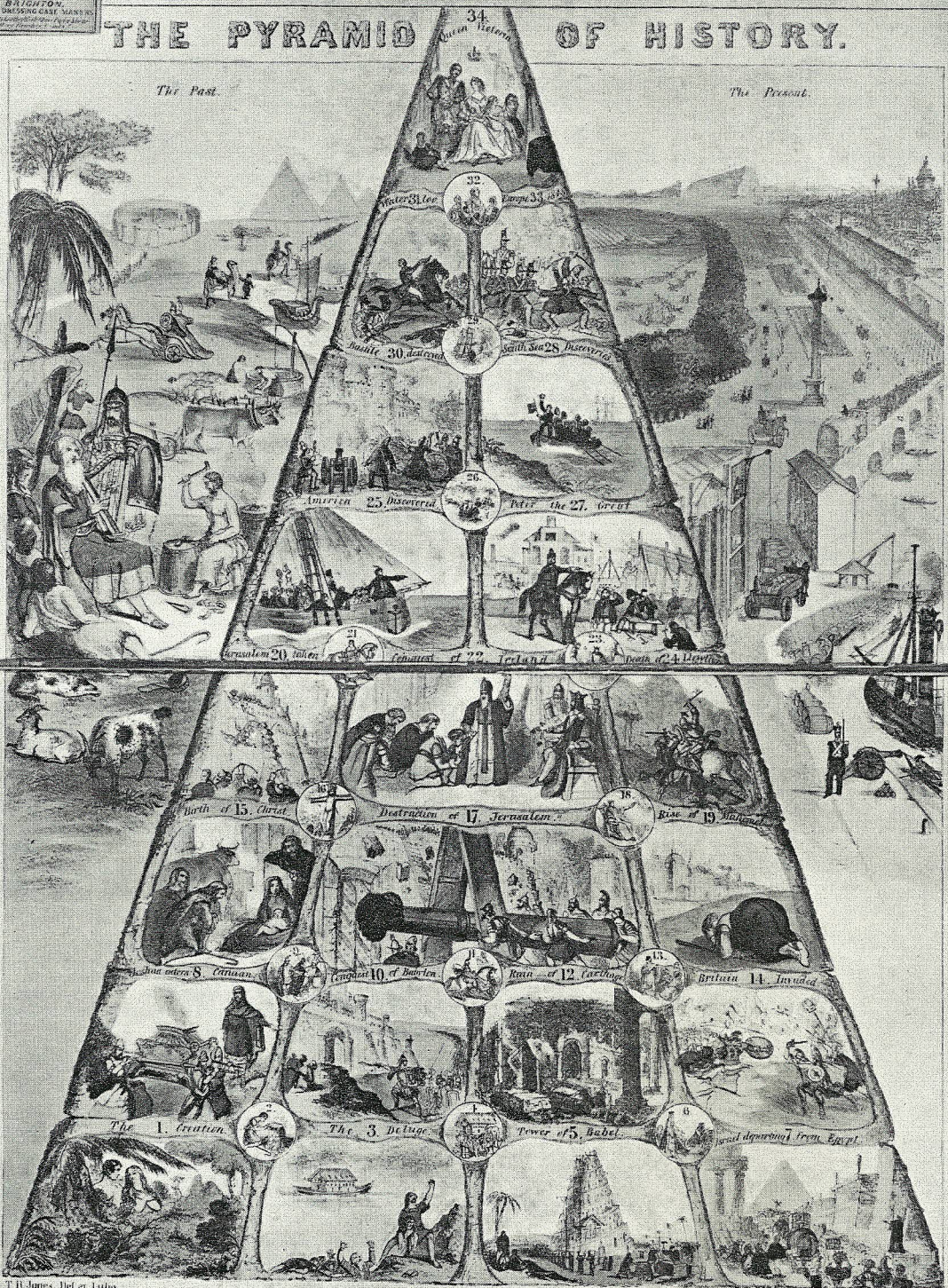






CHILD & SON  
 Station House  
 BRIGHTON.  
 DESA & SONS, 10, MARK LANE, LONDON.

# THE PYRAMID OF HISTORY.



T. H. Jones, Del. et Lith.

W. SALLIS, LONDON

12. Historical Game (referred to on page 31)



- (D) WILLIAM IV N.D. (1832) by E. Wallis & J. Harris.
- (E) VICTORIA N.D. (1840) by E. Wallis & J. Harris.
- (F) VICTORIA (Lithograph) N.D. (1842) by Passmore.
- (G) VICTORIA (Universal History and Chronology) N.D. (1844) by Wallis.

*PYRAMID OF HISTORY (The) (12)*

*Sallis's new TEE-TO-TUM GAME. By the author of WHY? WHAT? and BECAUSE? or the Road to the Temple of Knowledge. A new Edition. London: William Sallis. Passmore Printer, 45 Borough Road.*

A lithograph in colours, size 18 in  $\times$  13 in, mounted on boards with linen hinge, paper-covered. T. H. Jones Del et Lith.

The Pyramid, 16 in high, starts at the Creation, No 3 The Deluge, 10 Conquest of Babylon, 15 the Birth of Christ, 25 America discovered, 34 Queen Victoria with Prince Albert and family.

On the left of the Pyramid is a picture of "The Past"; on the right a portion of London—"The Present".

Printed on the back of the game board is a list of games, dissected puzzles, maps, etc., published by William Sallis, 5 Cross Key Square, Little Britain.



## CHAPTER IV

### INSTRUCTIONAL GAMES

PUBLICATIONS LIKE *Arithmetical Pastime* and *Grammatical Game in Rhyme* were purely instructional, but subsequent ones, e.g. *Pleasures of Astronomy* or *Wonders of Nature*, brought much more interest into the game than the earlier ones; moreover, the pictures themselves were pleasurable to look at. Nevertheless it was impossible to play without at the same time acquiring useful knowledge and instruction.

Much greater variety appears in design compared with the maps of the geographical or the "snail-shell" tracks of the Historical Games as plates show.

	<i>Date Published</i>	<i>Publisher</i>
<i>Arithmetical Pastime</i>	1798	John Wallis
<i>Grammatical Game in Rhyme</i>	1802	Saml. Conder
<i>Mythological Amusement</i>	1804	Conder & Jones
<i>Pleasures of Astronomy</i>	1804	John Wallis
<i>Pleasures of Natural Philosophy</i>	1805	John Wallis
<i>Panorama of London</i>	1809	J. Harris
<i>Geographical Recreation</i>	1809	J. Harris
<i>The Naturalist</i>	(prior to 1814)	Edward Wallis
<i>Panorama of Europe</i>	1815	J. & E. Wallis
<i>Who wears the Crown</i>	(prior to 1818)	J. & E. Wallis
<i>Wonders of Nature</i>	1818	Edward Wallis
<i>Wonders of Art</i>	N.D.	Edward Wallis
<i>Scenes in London</i>	N.D.	Edward Wallis
<i>Game of Genius</i>	N.D.	Edward Wallis
<i>Destruction of Jerusalem</i>	N.D.	Edward Wallis
<i>Circle of Knowledge</i>	(after 1840)	J. Passmore



	<i>Date Published</i>	<i>Publisher</i>
<i>Birds and Beasts</i>	N.D.	Wm. Darton
<i>London (A Survey of)</i>	1820	Wm. Darton
<i>Great Exhibition (Illustrative Game of)</i>	(after 1851)	Wm. Spooner
<i>Why, What &amp; Because</i>	(about 1850)	Wm. Sallis
<i>Pence Table</i>	N.D.	D. Carvalho
<i>Moses</i>	1813	?
<i>Wonders of The World</i>	N.D.	Wm. Spooner
<i>British Tourist</i>	N.D.	Edward Wallis
<i>European Tourist</i>	1861	Joseph, Myers & Co.
<i>Overland Route to India</i>	N.D.	William Sallis
<i>Star Spangled Banner</i>	(circa 1830)	Edward Wallis
<i>Railroad Adventures (Locomotive Game of)</i>	N.D.	Edward Wallis
<i>Useful Knowledge</i>	1821	Wm. Darton
<i>Learning in Sport</i>	N.D.	Wm. Darton
<i>Elephant &amp; Castle</i>	1822	Wm. Darton

### ARITHMETICAL PASTIME

*Intended to Infuse the rudiments of Arithmetic under the idea of Amusement.*

An engraving size 14 in  $\times$  12 $\frac{1}{2}$  in, mounted with rules, etc., printed from type by T. Gillet, printer, Salisbury Square, Fleet Street. These rules are the same size as the engraving, making a sheet 28 in  $\times$  12 $\frac{1}{2}$  in, mounted in 8 sections on linen, and contained in a slip-in case with circular label on front entitled "A New Arithmetical Game, Published April 19th, 1798 by John Wallis, No 16 Ludgate Street, London".

Not only were the rudiments of arithmetic infused, but those of moral values also, e.g. No 57:

"Loud roars the lion while the deserts vast  
Of burning Afric, trembling stand aghast:  
Power to destroy is his, if you would have  
Power greater still, pray for the power to save.



Meanwhile avoid him, lest your heart he rend  
And fly for safety to your nearest friend."

Or 81:

"When the sun shines, the dial's shade  
Shows the true time, nor ever lies.  
Let truth your every word pervade  
Clear as the sun, and you'll be wise.  
If from the truth you've erred to-day  
Stop thrice—if not, you need not stay."

### GRAMMATICAL GAME IN RHYME

*By a Lady. Published for the Author by Saml. Conder, Cheapside, Jany. 22. 1802.*

An engraving size  $13\frac{1}{4}$  in  $\times$   $16\frac{1}{4}$  in, mounted in 9 sections on linen and contained in slip case. The picture panels are hand-coloured. The rules of the game are engraved on the sheet which consists of a snail-shell design of 88 circles, and played with a teetotum. At the foot of the game is printed: "Price 10s. 6d. with requisites for playing the game." A 27-page book of instructions describes the nine parts of speech. Entered at Stationer's Hall. Printed for the author and published by Darton and Harvey, sold also by Tabart, Bond Street; Conder, Cheapside; Gurney, Holborn; Willmott and Hill, Borough; Smith, Bath; and Flower, Cambridge.

### MYTHOLOGICAL AMUSEMENT

*London. Published by Conder and Jones, Cheapside, June 1st, 1804.*

An engraving size  $14\frac{3}{4}$  in  $\times$  19 in, hand-coloured, mounted in 9 sections on linen, contained in slip-in case with title label on front. Price 7s. 6d.

Diamond shape panels carry representations of the gods and goddesses of mythology. The book of rules refers to a teetotum and



describes each of the 51 panels. There follow 4 pages of explanation and mythology. On the last page extracts relating to "A Grammatical Game" are given, viz:

"The Anti-Jacobin Review, April 1802" and "Monthly Magazine Sup. Number, July 1802": the latter explains "The object of this Opusculum is to blend information with amusement". It also states the game was sold also by J. Harris, St. Paul's Church Yard, Darton & Harvey, Gracechurch Street, B. Tabart, Bond Street, and by the author.

#### PLEASURES OF ASTRONOMY (13)

(*Science in Sport or the*). A new & Instructive Pastime, Revised and approved by Mrs. Bryan, Blackheath. Published December 17th, 1804 by the Proprietor, John Wallis, No 16 Ludgate Street, London, of whom may be had *Science in Sport or the Pleasures of NATURAL PIHLO-SOPHY, an Entertaining Game*. (Note the spelling mistake.)

An engraving size  $22\frac{1}{2}$  in  $\times$   $17\frac{1}{4}$  in. (The author has two copies of this game: (a) Uncoloured and mounted in 9 sections on linen. (b) Hand-coloured and in 15 sections contained in slip-in case with gilt title "WALLIS'S GAME ASTRONOMY".)

The book of rules printed by Biggs & Co., Crane Street, Fleet Street, 1805. The 35 pictures are described and penalties imposed, among them No 6 "The County Gaol—this is the place for those who attend to the motions of Billiard Balls more than to the motions of the planets".

The centre portion of the engraved sheet shows in five circles "FLAMSTEAD HOUSE", COPERNICUS, TYCHO BRAHE, SIR ISAAC NEWTON, PTOLEMY.

#### NATURAL PHILOSOPHY

(*Science in Sport or the Pleasures of*) Published December 17th, 1805 by the Proprietor, John Wallis, No 13 Warwick Square, London—of whom may be had *SCIENCE IN SPORT or the Pleasures of ASTRONOMY an Entertaining Game*.

(This is a companion game to the last mentioned, published exactly



a year later to the day: in the interval the proprietor had moved from Ludgate Street to Warwick Square.)

An engraving size  $21\frac{1}{2}$  in  $\times$   $16\frac{1}{2}$  in, mounted in 9 sections on linen, uncoloured. The five central circles show respectively "The Falls of NIAGARA" and BOYLE, DES CARTES, FRANKLIN, LORD BACON.

#### PANORAMA OF LONDON (14)

*or A Day's Journey Round the Metropolis. An Amusing and Instructive Game. London. Published Nov. 1, 1809 by J. Harris, Corner of St. Paul's Church Yard.*

An engraving size  $21\frac{1}{2}$  in  $\times$  21 in, hand-coloured, mounted in 12 sections on linen, contained in slip-in case with the Arms of London between the figures of GOG & MAGOG on the front; beneath which an engraved label states: "Sold by John Wallis at his Instructive Toy Warehouse, No 13 Warwick Square, London", but covering this imprint is another—"Published Nov. 1. 1809 by J. Harris, Corner of St. Paul's Church Yard". The book of rules is printed by H. Bryer, Bridge Street, Blackfriars 1809. The race track is of the snail-shell type composed of 50 panels varying in shape which contain views of places of interest, among them being:

10 The Mint in the Tower

11 The Lions in the Tower

22 Lottery Drawing

41 Harris's Shop, the Corner of St. Paul's Church Yard. (This shop is shown to be of considerable size and over its full-length windows the wording "HARRIS'S ORIGINAL JUVENILE LIBRARY").

#### GEOGRAPHICAL RECREATION

*or a Voyage Round the Habitable Globe. Published Oct. 1st, 1809 by John Harris, at the Juvenile Library, Corner of St. Paul's Church Yard.*

An engraving size 21 in  $\times$   $23\frac{1}{2}$  in, hand-coloured, mounted in 12 sections on linen, contained in slip-in case with picture label on front. The book of rules printed by H. Bryer, Bridge Street, Blackfriars,



describes the 116 circular panels comprising the track arranged in 5 concentric circles, with the four larger ones showing Europe, Asia, Africa and America respectively, while a central 4 in circle depicts four figures typical of the four continents. Many interesting references to the places are given, e.g.:

No 16. Napoleon reviewing his Troops at the Tuilleries.

No 42. Man fighting a tiger before the Great Mogul in India.

No 110. Cleopatra's Needle at Alexandria.

A third edition of this book is dated 1815 and lists 17 games, No 16 being *The Swan of Elegance*, a new and pleasant game in verse with tetotum and counters, etc. Coloured 9s.

No 17. *The Study of the Heavens at Midnight during the Winter Solstice*. A new astronomical game by Miss Mant, with apparatus for playing, 10s. 6d.

N.B. Whilst this game is "geographical", it is not a map game, and therefore omitted from the list of such games in Chapter II.

### THE NATURALIST

*A new Game, Moral and Instructive. Published by Edward Wallis, 42, Skinner Street, London.*

An engraving hand-coloured, mounted uncut on linen and contained in hinged covers. The game is a race over the 44 shields depicting a bird, beast, etc. Book of instructions (second edition) undated, printed for Edward Wallis by T. Davis, printer, 117 Minories, describing the 44 illustrations. (The book of rules of *Universal History* published 1814 lists *The Naturalist*: the latter must therefore be previous to 1814.)

### PANORAMA OF EUROPE (15)

*Published Nov. 1, 1815 by J. & E. Wallis, 42 Skinner Street, London, and J. Wallis Junr., Marine Library, SIDMOUTH.*

An engraving size 25 in × 19 in, hand-coloured, mounted in 12 sections on linen, contained in slip-in case with picture label on front.



The design is of 40 panels of the important towns throughout Europe, each one being exquisitely drawn; such great care for detail has been employed that window-panes and the curtains behind them can be seen with a magnifying glass. The colouring too is by a master hand: altogether a beautiful piece of work.

### WHO WEARS THE CROWN

*An entire new game. Published by J. & E. Wallis, 42 Skinner Street, London, and J. Wallis Junr., Marine Library, Sidmouth.*

An engraving size 18 in  $\times$  16 in, hand-coloured, with rules printed from type, affixed beneath, making a sheet 18 in  $\times$  24 in, mounted in 12 sections on linen, contained in slip-in case with picture label on front. A race game of the snail-shell type. Undated, but published between 1812 and 1820.

Players are directed to provide themselves with 12 counters each, with which to pay to or receive from the bank: they also go forward or back according to the space they rest on.

N.B. This is one of the very few publications carrying the Wallis's Sidmouth address.

### WONDERS OF NATURE (16)

*in Each Quarter of the World (Wallis's Elegant and Instructive Game exhibiting the). Published 1st Nov. 1818 by E. Wallis, 42 Skinner Street, Snow Hill, London.*

An engraving size 24 in  $\times$  19 in, hand-coloured, mounted in 8 sections on linen and contained in hinged boards, cloth-covered and stamped in gold with title *Wonders of Nature* size 9½ in  $\times$  6½ in. The game sheet comprises 26 panels each beautifully engraved and hand-coloured. No 22, Natural Rock Bridge, Virginia, and 26, Natural Bridges at Icononzo, are outstanding.

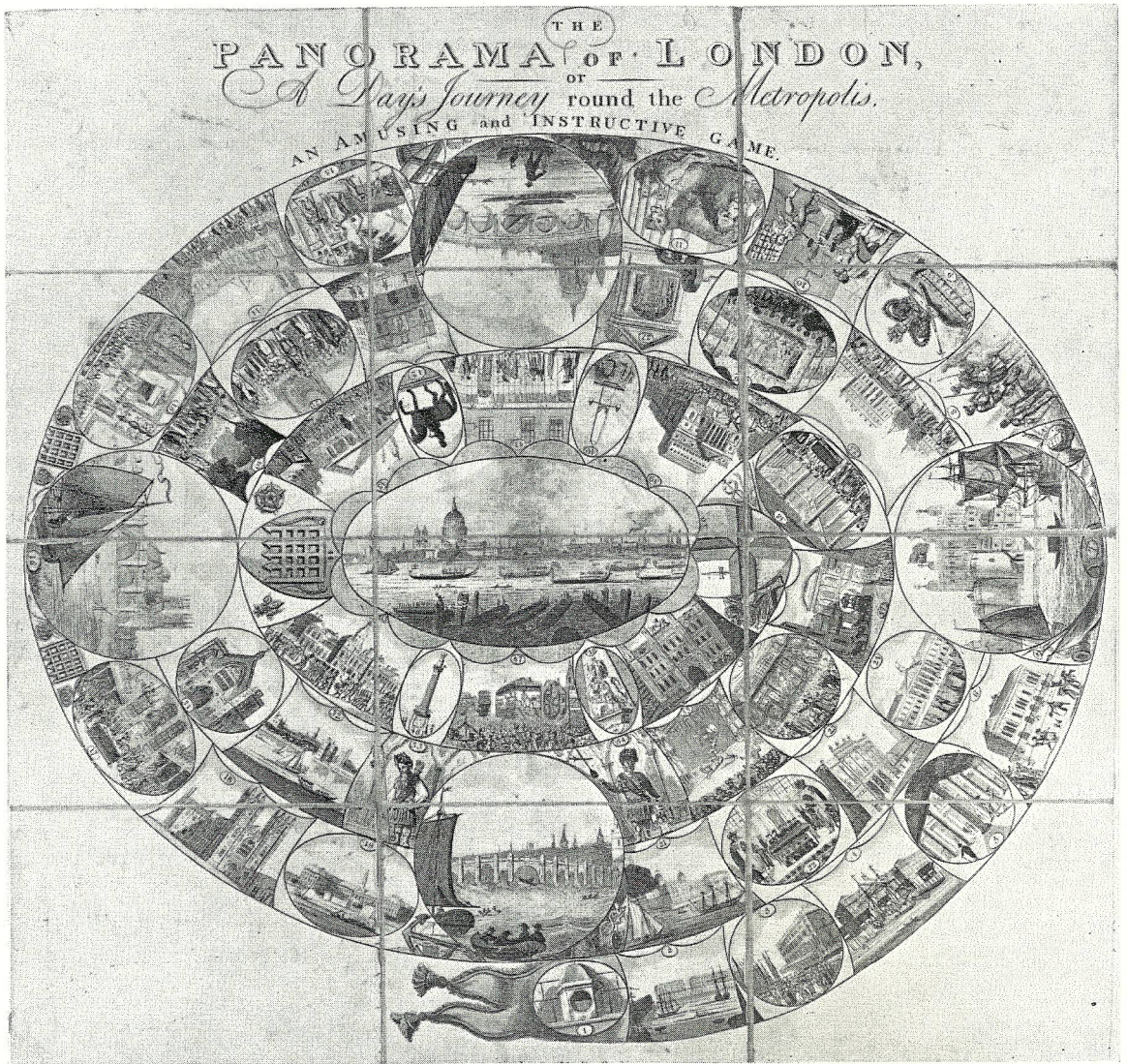
This game, the *Panorama of Europe* and *British Tourist* are probably Edward Wallis's most beautiful productions.

The book of explanation (London, E. Wallis, 42 Skinner Street









14. Instructional Game (referred to on page 36)



and 12 High Street, Islington). Printed T. Davis, 117 Minories, London.

### WONDERS OF ART (17)

*Wallis's Elegant & Instructive Game exhibiting Wonders of Art in each Quarter of the Globe. Published by E. Wallis, No 42 Skinner Street, Snow Hill, London, of whom may be had "Wonders of Nature" on the same plan. Not dated. ("Wonders of Nature" was published in 1818).*

An engraving, hand-coloured, size 25 in  $\times$  18½ in, mounted in 12 sections on linen, folded into slip-in case with picture label on front.

There are 26 panels showing, e.g.: No 1 A Diving Bell, 3 Stonehenge, 5 A Paddle Steamer, 8 Leaning Tower at Pisa, 22 Balloon and chute, 25 Sphinx and Pyramids, 26 Colossus at Rhodes.

### SCENES IN LONDON

*Published by E. Wallis, 42 Skinner Street.*

An engraving size 23½ in  $\times$  18½ in, hand-coloured, mounted in 12 sections on linen, contained in slip-in case with picture label on front. The central portion is filled in by the rules printed from type, around which are 18 panels, starting at No 1 Grosvenor Square, 2 The Tower, 3 The Horse Armoury, 4 The Crown Jewels, 5 The Wild Beasts, 6 Custom House, 7 Punch's Puppet Show, 8 The Monument, 9 The Theatre, 10 Westminster Bridge, 11 British Museum, 12 St. Paul's, 13 Carlton Palace, 14 The Cosmerama Exhibition, 15 Lambeth Palace, 16 Vauxhall Gardens, 17 Royal Exchange, 18 Bank of England.

Both panels and printing are rather coarse and far below the degree of excellence associated with this publisher.

### GAME OF GENIUS (18)

*or Compendium of Inventions connected with the Arts, Sciences and Manufactures. Accompanied by a Descriptive Book, and designed for the Amusement and Instruction of Youth of both Sexes. Published by E. Wallis, 42 Skinner Street, Snow Hill, London.*



A coloured lithograph—though in the author's copy details appear to have been coloured by hand in some places—mounted in 9 sections on linen, contained in slip-in case, title in gilt on front. The 37 panels each depict an invention, etc., and as a production this game ranks far above the last described.

#### *DESTRUCTION OF JERUSALEM (The)*

Author has never seen this game, but the following description appears in a sale catalogue dated 1929 of Gumuchian et Cie., 112 Rue de Richelieu, Paris, 2E:

*Published by E. Wallis, London, N.D. (circa 1824) 8vo. opening out to folio, mounted on cloth. Slip-in case. 250 francs. 24 small hand-coloured engravings and one large illustration in the centre. Book of Rules (12 pages).*

#### *CIRCLE OF KNOWLEDGE (The)*

*A new game of the Wonders of Nature, Science and Art. Pubd. by J. Passmore, 18, Fleet Lane, Farringdon Street, London.*

A coloured lithograph size 20 in  $\times$  25½ in, mounted in 16 sections on linen, folded into hinged covers with title in gilt. The game comprises an 18 in track of 4 concentric circles of views, etc.: the inner ring contains the Signs of the Zodiac. At the head of the game sheet are the Royal Arms with portraits of Queen Victoria and Prince Albert on either side. Not dated.

#### *BIRDS AND BEASTS (19)*

*(New and Elegant Game of). Combining Instruction and Amusement for Youth of Both Sexes. London. William Darton, 58 Holborn Hill.*

An engraving, size 16 in  $\times$  20 in, hand-coloured, mounted in 9 sections on cloth, contained in slip-in case with picture label on one side.

The game consists of 19 panels, each with a picture of a bird or a











beast: on the back is an advertisement of William Darton's Map Print and Chart Warehouse, of whom may be had various Instructive Games, Dissected Maps & Puzzles.

### A SURVEY OF LONDON

*By a Party of Tarry-at-Home Travellers. A new game to amuse and Instruct a Company of Friends. London. Wm. Darton, 1820. 8vo. opening out to folio. Mounted on cloth.*

Illustrated with 17 hand-coloured engravings of London with 40-page booklet. Contained in slip-in case, with picture label on front.

No 1 Waterloo Bridge, 2 House of Commons, 3 Custom House, 4 Royal Exchange, 5 St. Bartholomew's Hospital, 6 Adelphi, 7 East India House, 8 Somerset House, 9 Bullock's Museum, 10 Courts of Law, 11 Monument, 12 The Mint, 13 Westminster Hall, 14 Guildhall, 15 Charing Cross, 16 Tower of London, 17 St. Paul's.

### GREAT EXHIBITION (PLATE D)

*(The Illustrative Game of) London. Published by William Spooner, 379 Strand.*

A coloured lithograph size 25 in  $\times$  19½ in, mounted in 9 sections on linen, folded into hinged boards, cloth-covered and with picture label on front. Rules are pasted inside the front cover. The game is a pay and receive game from the start to panel No 42 illustrating objects in, or views of, the Exhibition at the Crystal Palace, 1851.

### WHY, WHAT AND BECAUSE

*or the Road to the Temple of Knowledge. Published by William Sallis, 5, Cross Key Square, Little Britain, London.*

A coloured lithograph (with some details added in colour by hand). T. H. Jones, del et litho. Mounted in folding cardboard covers, size open 18 in  $\times$  13 in (13 in  $\times$  9 in closed), covered in green enamelled



paper, printed in red and black on front cover and in black on the back with advertisement of many other games and dissected puzzles.

The game is a race from 1 to 78, posing a series of questions and answers respecting things not generally understood, e.g.: A Water-spout. Steam. Thermometer, etc.

### PENCE TABLE

*(The new game of the). Being the most instructive, pleasing and easy method to teach children their "Pence Table" ever published. Written by a Lady. London. D. CARVALHO.*

Not dated (*circa* 1830), 8vo folding out to folio, mounted on cloth, slip-in case, ticket with coloured woodcut. Illustrated with 15 hand-coloured woodcuts and directions.

Explanation on separate sheet.

### MOSES

*(Most Remarkable Events in the Life of) and Travels of the Children of Israel from Egypt to the Land of Canaan. London, 1813.*

Author has not seen this game: the description appears in the sale catalogue of Gumuchian & Cie of Paris.

### WONDERS OF THE WORLD

*Chiefly in Reference to the Architectural Works of the Ancients. An Entirely New Game for the Amusement and Education of Youth. London. William Spooner, 377 Strand.*

A coloured lithograph (W. Kohler), size 17 in × 21 in, mounted in 12 sections on linen, bound in hinged covers with picture label on front.

A separate key sheet is printed in outline with the names of all the buildings. The rules also are embodied on this sheet, e.g. No 15 Alhambra, Take 2, 34 Pyramids of Egypt, Pay 2.



The whole 50 pictures form a race from No 1 The Saxon Arch to No 50 The Parthenon, where the first comer takes the pool. (Not dated, but about 1843 by the address—also the author's copy of the key sheet is backed with a piece of news sheet of 1845.)

### BRITISH TOURIST (20)

*a new game. Published by E. Wallis, 42 Skinner Street, London.*

An engraving 24 in  $\times$  19 in, hand-coloured and mounted in 12 sections on linen, contained in slip-in case with picture of Warwick Castle on the front and worded: "Wallis's New Game of the Tourist, exhibiting 65 Select Views in the British Empire".

Each of the panels is beautifully engraved and so well coloured as to make hand-colouring difficult to believe—parts, however, are undoubtedly done by hand. Not dated.

### EUROPEAN TOURIST (The)

*Published by JOSEPH, MYERS & CO. Leadenhall Street, E.C. 1861.*

Lithographed in colour in Germany size 27 in  $\times$  20 in, mounted in 12 sections on linen, the two outside folds have paper backing.

A race game of 100 spaces from Tromsø to North Cape. Book of rules by "RODERICK ROVEABOUT" describes each place at which the traveller calls.

A number of games are advertised at the end of the book, among them *The Game of Merelles* 5s.; *The Game of Loto* 10s.

### OVERLAND ROUTE TO INDIA

*(New Dioramic Game of).* William Sallis, Cross Key Square, Little Britain. W. DICKES Litho.

A coloured lithograph size 19½ in  $\times$  24 in, mounted in 9 sections on linen and folded into cloth-covered boards, with picture label on front; title in black.



The game is a race: No 1 shows an early steamship leaving port, different countries are traversed until 100 is reached—a view of India.

*THE STAR-SPANGLED BANNER* (PLATE A)  
or *Emigrants to the United States*. Published by Edward Wallis. Undated, circa 1830.

Showing the salient features of the United States, with New York a very small spot on the eastern seaboard. The various places of interest are consecutively numbered, and players moved their marker from one to another by means of a pair of dice or a teetotum.

*THE LOCOMOTIVE GAME OF RAILROAD ADVENTURES*  
*A New Round Game*. Published by Edward Wallis, 42, Skinner Street, London. Undated.

A coloured lithograph 24 in  $\times$  19 in, mounted on linen in 15 sections, folded into hinged boards, cloth-covered, with separate book of rules, printed by F. W. Passmore, 20 York Terrace, Borough Road, London.

The game contains 49 panels, and depicts various railway stations and termini, and hazards of travel in those days.

#### USEFUL KNOWLEDGE

*The Elegant and Instructive Game of. Designed to Impart Information to the Minds of Youth of Both Sexes*. London. William Darton 58 Holborn Hill. Book of Rules dated 1821.

An engraving 19 in  $\times$  15½ in, hand-coloured, cut into 9 pieces, mounted on linen and contained in slip-in case with coloured picture label on front.

The game is a race track 1-51, in the form of a chain: the rules required "The Totum must be marked 1-8 on its several faces with Pen and Ink or a Blacklead Pencil".

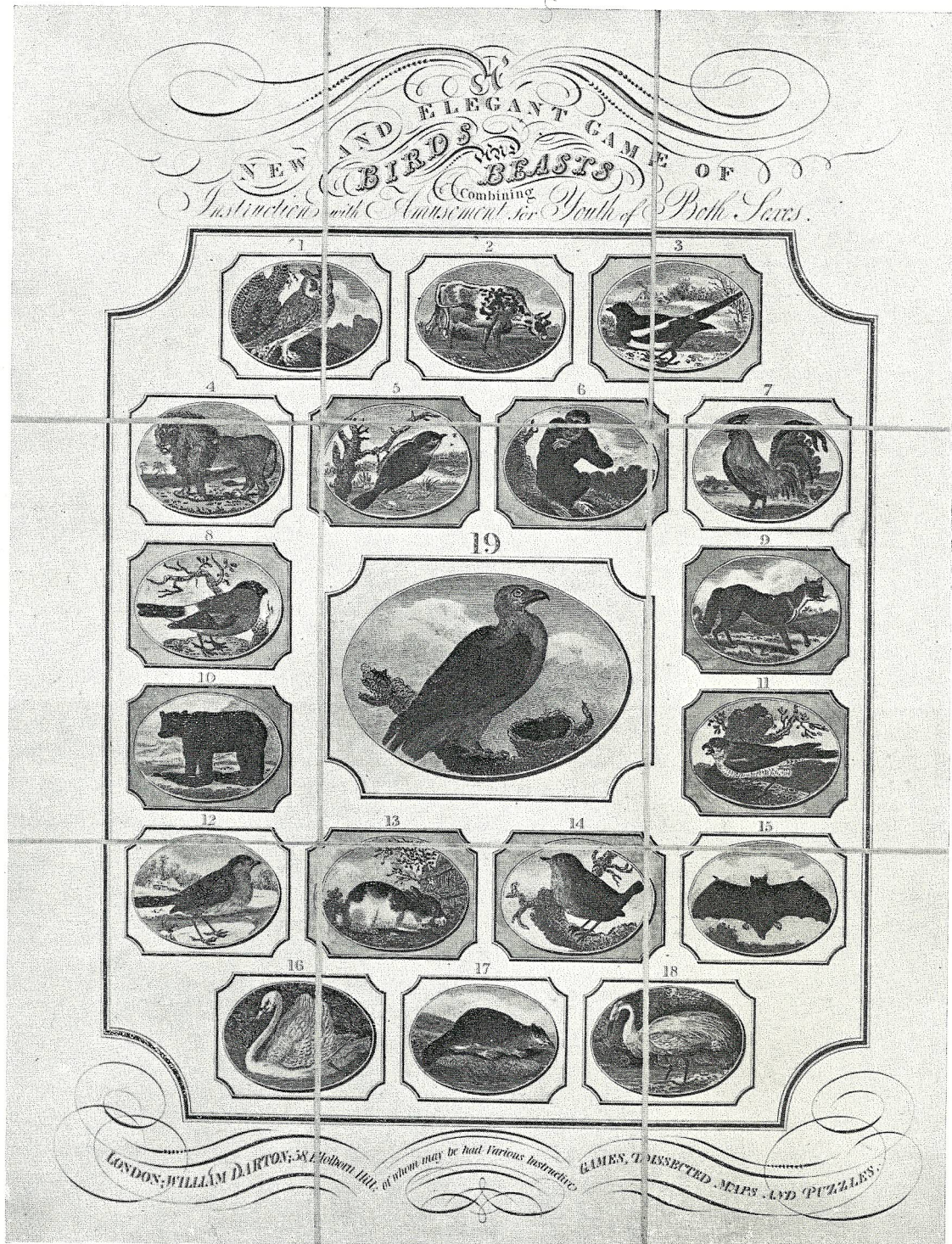
Its 71 pages describe in detail the various objects. Certain numbers carry penalties.





18. Instructional Game (referred to on page 39)





19. Instructional Game (referred to on page 40)



## LEARNING IN SPORT

*A newly invented game to promote Improvement and Amuse a Friendly Party. London. William Darton 58 Holborn Hill. N.D. (circa 1822).*

An engraving size 15 in  $\times$  18½ in, hand-coloured, cut into 9 pieces, mounted on linen and contained in slip-in case with coloured picture label on front.

The design of the race track is exactly the same as *The Naturalist* of Edward Wallis, even to the shape and size of the 44 shields: Darton's name is engraved on this playing surface, while Wallis's is not on *The Naturalist*; it is possible that they had a common origin.

The game is of the usual race variety, starting at No 1 The Bishop and ending at 45 centre, filled with conventional flowers.

## ELEPHANT AND CASTLE (21)

*or Travelling in Asia. London. William Darton, 58 Holborn Hill. 1822.*

An engraving size 16 in  $\times$  20 in, hand-coloured, cut into 9 pieces, mounted on linen and contained in slip-in case with picture label on front.

The 25 panels grouped over an elephant as a background, form a race track, each panel is described at length in the booklet of 84 pages.

Its title page is inscribed "To Lord Henry Russel. The Publisher offers this Juvenile Game of Amusement and Instruction in token of the respect he entertains for every branch of the House of Russel".

It proceeds: "The useful and improving must ever be acceptable to the Son of the Duke of Bedford" . . . and concludes:

"That the fair promise of his youth may thus be matured is the heart wish of his sincere friend,

WILLIAM DARTON

Holborn Hill

4th of 3rd month (March) 1822."