

## CHAPTER V

### GAMES OF MORAL IMPROVEMENT

OTHER GAMES in addition to the 11 grouped under this heading have the moral improvement tendency, but not so distinctly and solely featured as these.

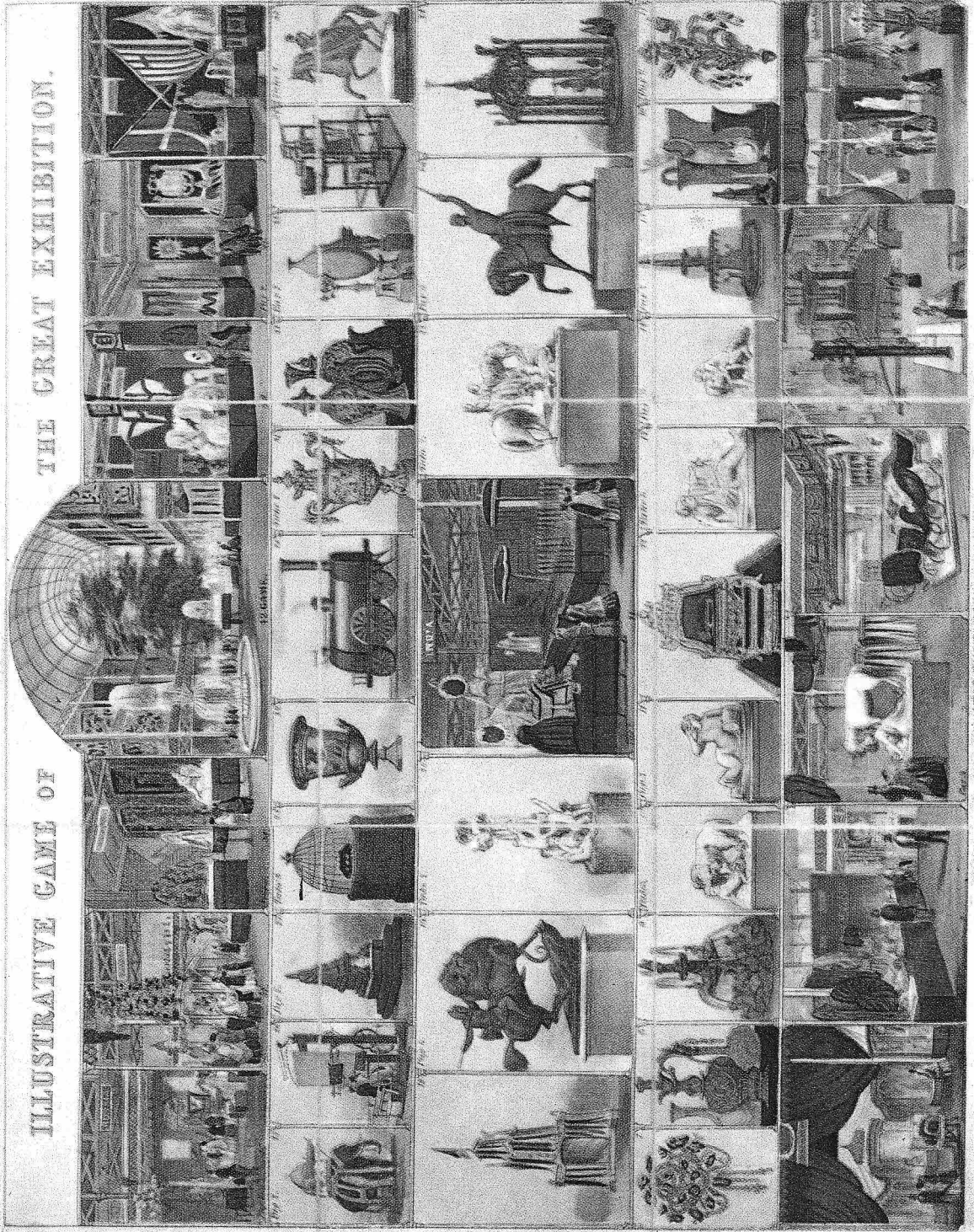
Such titles as *Virtue Rewarded and Vice Punished* indicate the importance placed on the correct upbringing of children in the early nineteenth century.

*The Game of Human Life* is one of the outstanding examples of all the old games: the quality of its engraving and delicacy of the hand-colouring apart from the design of the game, explain the demand that exists for such copies as come to light.

	<i>Date published</i>	<i>Publisher</i>
<i>The Game of Human Life</i>	1790	Wallis & Newbery
<i>The Reward of Merit</i>	1801	J. Harris
<i>The Game of Emulation</i>	1804	John Harris
<i>The Mirror of Truth</i>	1811	John Wallis
<i>Road to the Temple of Honour &amp; Fame</i>	1811	John Harris
<i>Swan of Elegance</i>	1815	John Harris
<i>Virtue Rewarded &amp; Vice Punished</i>	1818	Wm. Darton
<i>Every Man to His Station</i>	N.D.	E. Wallis
<i>Mansion of Happiness</i>	1800	Laurie & Whittle
<i>Mansion of Bliss</i>	prior to 1818	Wm. Darton
<i>Fruit Basket</i>	1822	Wm. Darton

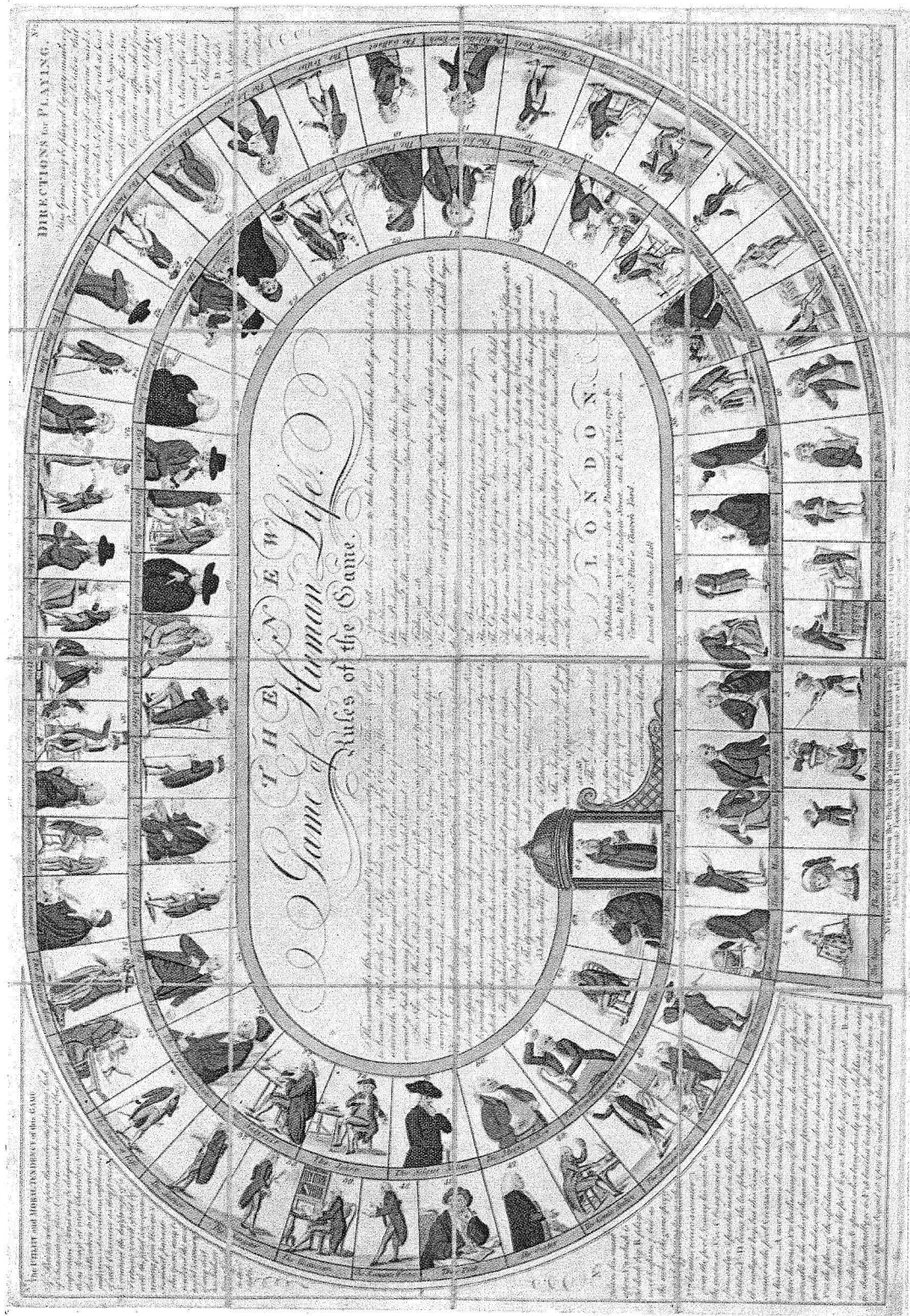
#### THE GAME OF HUMAN LIFE (PLATE E)

London. Published according to Act of Parliament, July 14, 1790 by John Wallis, No 16 Ludgate Street and E. Newbery, the corner of St. Paul's Church Yard. Entered at Stationer's Hall.



Instructional Game (referred to on Page 41)





Game of Moral Improvement (referred to on Page 46)

An engraving size 27 in  $\times$  18 $\frac{3}{4}$  in, hand-coloured, mounted in 16 sections on linen contained in slip-in case with oval label on one side printed "The New Game of Human Life with Rules for Playing: being the most Agreeable & Rational Recreation ever Invented for Youth of both Sexes". (Author's copy has a further ticket affixed reading "From the TOY & TUNBRIDGE WARE Repository, 64, High Holborn".)

The moral character of the game is strongly developed; it states: "N.B. It is necessary to inform the Purchaser, the Totum must be marked with the figures 1, 2, 3, 4, 5, 6 to avoid introducing a Dice Box into private Families."

The game takes the form of a race commencing at No 1 "The Infant", and in an anti-clockwise manner continues until 84 "The Immortal Man".

Under the "Utility & Moral Tendency of the Game"—which occupies the left-hand corner—The Happiness of a Virtuous and Well Spent Life is contrasted with the fatal consequences arising from Vicious and Immoral Pursuits, and it is stated that the game "May be the most useful of any that have hitherto been offered to the Public".

*Note by Author:* Unless many other games then published have failed to survive to the present day, these remarks would appear to apply to *Goose* and Geographical Map Games.

Each panel of the game represents a year of life.

The age of man is divided into 7 periods of 12 years each:

1	Infancy to Youth	1-12
2	Manhood	13-24
3	Prime of Life	25-36
4	Sedate Middle Age	37-48
5	Old Age	49-60
6	Decrepitude	61-72
7	Dotage	73-84

Conditions of life and opinions have changed from when, a century and a half ago, manhood commenced at 13 years and old age at 49!

*THE REWARD OF MERIT (22)*

*A New Moral and Entertaining Game. Invented by GEO. FOX W.M. Author of the Mansion of Happiness and various poetical pieces. London. Printed for the Proprietors and Published by J. Harris, successor to Mrs. Newbery, St. Paul's Church Yard, and John Wallis, Ludgate Hill. December 10th, 1801.*

An engraving size 19 in × 15 in, mounted in 9 sections on linen and contained in slip-in case with engraved picture label on front. The same publication date as on the game itself, but the label says *Ludgate Street*.

Author's copy is uncoloured. The prices on the game sheet are "3s. plain or 5s. coloured".

The game comprises 37 panels and points the moral of each picture in rhyme, the players paying to or receiving from the pool according to the panel and proceeding until the central one, No 37, is reached, which shows a schoolmaster handing a prize to the meritorious boy.

Note: this is the only mention of "MRS." Newbery and Ludgate "Hill", not Street.

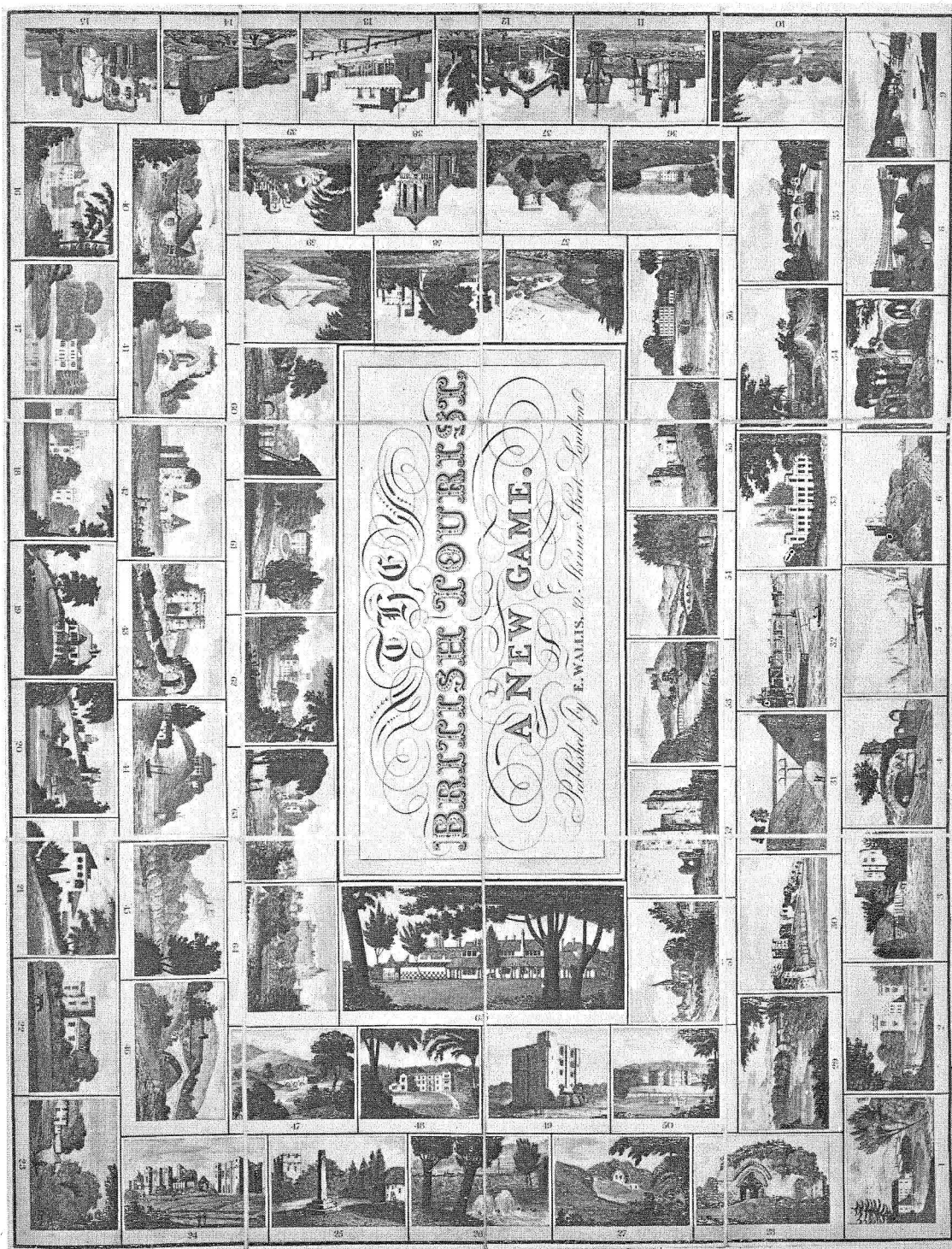
*EMULATION (The new game of)*

*Designed for the Amusement of Youth of both Sexes and calculated to inspire their Minds with an Abhorrence of Vice and a Love of Virtue. London. Published Dec. 20th, 1804 by John Harris (Successor to E. Newbery) at the original Juvenile Library, Corner of St. Paul's Church Yard.*

An engraving size 17¼ in × 22 in, hand-coloured and mounted in 12 sections on linen, contained in slip-in case with picture label on front.

The game is a race over a snail-shell type track of ovals in an anti-clockwise direction, commencing at No 1 Turnpike Gate, and passing through various Virtues and Vices until the centre, 66, is reached, where "Virtue is its Own Reward".





20. Instructional Game (referred to on page 43)



21. Instructional Game (referred to on page 45)

*THE MIRROR OF TRUTH*

*Exhibiting a variety of Biographical Anecdotes and Moral Essays calculated to Inspire a Love of Virtue and Abhorrence of Vice. Published Jan. 1st 1811 by John Wallis at his Juvenile Repository, No 13 Warwick Square, London, of whom may be had a great variety of Instructive and Entertaining Games, Dissected Maps, Historical and Amusing Packs of Cards, etc.*

An engraving hand-coloured, size 22 in  $\times$  17 $\frac{1}{4}$  in, mounted in 12 sections on linen. Contained in slip-in case with picture label on front; the publishing date on it is 29th May, 1810. The game comprises 45 panels to which the 47-page book of rules refers, giving anecdotes "Selected from the Pages of History, unembellished by the hand of Fiction", and presents the players with "examples for imitation, whither they will perceive the path of virtue can alone conduct them."

*ROAD TO THE TEMPLE OF HONOUR AND FAME (23)*

*An Instructive and Entertaining Game. Published May 20, 1811 by John Harris, Corner of St. Paul's Church Yard.*

An engraving size 17 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 game is a track of oval panels with a figure in each from the portals of "Education" to the Temple, No 41 at the top of the sheet.

The book of rules is dated 1810. H. Bryer, printer, Bridge Street, Blackfriars, London. No 37 reads "Put yourself under the care of the Post Captain, No 24, who will carry you to France for the purpose of receiving from Buonaparte such concessions as will enable your country to make peace for the benefit of the world".

*THE SWAN OF ELEGANCE*

*Published by Harris in circa 1815.*

The design of the game consists of 31 circular spaces, each containing a picture of a good or bad child. It is played with teetotum



and counters, and an accompanying booklet gives the rules of the game and provides a verse for each space, e.g.:

*"Idle Jane*

Now, pray, is not Jane a true emblem of sloth?  
See! how idle she lolls in her chair;  
She still must remain in the seat where she is  
Till the Totum's spun twice by each play'r."

*"Humble Frank*

Your humble deportment, Frank, gains much esteem,  
'Tis a lesson for all those at play;  
Politely request just a counter from each,  
And you'll find that not one will say nay!"

The game culminates with "Zealous Peter", who scoops the pool!

*VIRTUE REWARDED AND VICE PUNISHED*

(The new game of). For the Amusement of Youth of both Sexes. By T. NEWTON, Inventor of the new game of "The Mansion of Bliss". London. Published by Wm. Darton, 58, Holborn Hill.

An engraving size 18 in  $\times$  22½ in, hand-coloured, mounted in 12 sections on linen and contained in slip-in case with label on the front, giving the full title. Price 6s. The game is a race from No 1 "House of Correction" to 33 "Virtue".

The book of rules states "It is designed with a view to promoting progressive Improvement of the Juvenile Mind, and to deter them from pursuing the dangerous Paths of Vice". Printed by W. Darton Jun., 58 Holborn Hill, 1818.

*EVERY MAN TO HIS STATION (PLATE F)*

A new game. Published by E. Wallis, 42 Skinner Street and Islington.

An engraving size 19½ in  $\times$  16 in, hand-coloured, mounted in 8 sections on linen and contained in slip-in case with picture label on front.

The game is a race over 33 panels which show men in various walks of life or pictures of cottages, houses and mansions. In the centre of the game is a picture of 5 boys seated round a table with the game sheet spread out before them; the teetotum and counters used in it can be seen. Not dated.

#### MANSION OF HAPPINESS (24)

*Laurie & Whittle's New, Moral and Entertaining game of. Invented by George Fox, W.M., author of "The Cottagers" and various Poetical Pieces.*

An engraving size 24 in  $\times$  19 in, hand-coloured and mounted in 12 sections on linen. Published 13th October, 1800 by Robert Laurie & James Whittle, No 53 Fleet Street, London.

The game is a race over 67 panels illustrating Justice, Piety, Honesty, etc., until the centre is reached—an octagonal panel of "OATLANDS, The Mansion of Happiness".

The rules are printed in the middle of the sheet while at the foot is inscribed "To Her Royal Highness the Duchess of York, this Plate is with PERMISSION most respectfully dedicated by her devoted and obedient servants LAURIE & WHITTLE".

At the top of the sheet outside the border is engraved "VIRTUE REWARDED and VICE PUNISHED". (N.B. Eighteen years later, a game of that title was published by Darton.)

The explanation directs that a box and a pair of dice are necessary to play the game. (Only 10 years earlier the game of *Human Life* deprecated their use.)

#### FRUIT BASKET (25)

*The Delicious Game of. Containing a Literary Treat for a party of Juveniles for their Improvement and Diversion. London. William Darton, 58 Holborn Hill, 1822.*

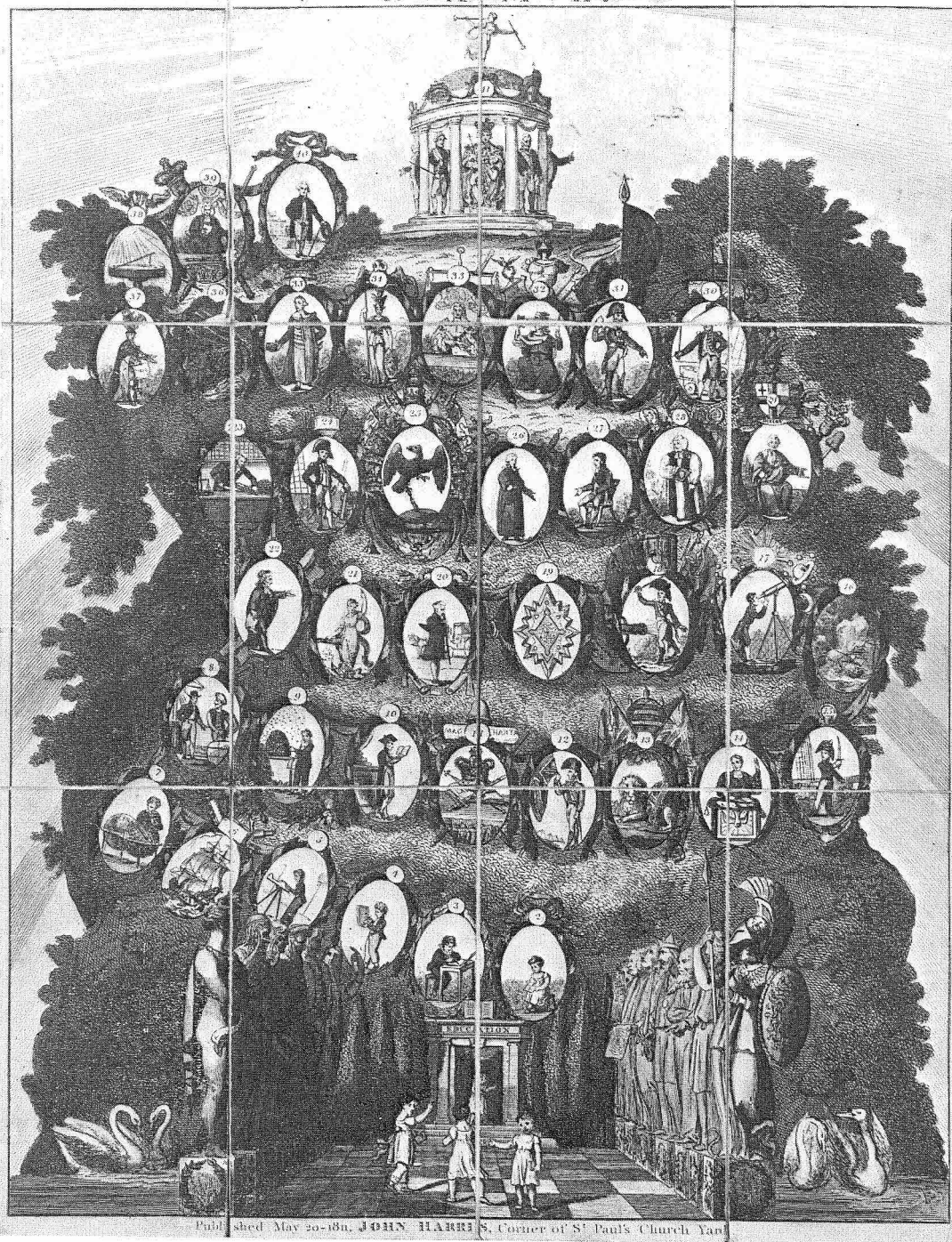
An engraving size 20 $\frac{1}{4}$  in  $\times$  16 $\frac{1}{4}$  in, hand-coloured, mounted in 12 sections on linen and contained in slip-in case with coloured label on

front. The game is a picture of a basket of fruit which respectively form backgrounds for the 20 places or incidents, all of which are fully described in the 72-page book of explanation (printed by R. A. Taylor, Shoe Lane, London). Among them: 2 Trial by Jury, 7 Alms House, 11 Confirmation, 12 Bazaar, 16 Chelsea Pensioners, 17 Matrimony, 20 Glory inciting an Exonian and a Cantab Student to Emulation, Learning and the Arts.





THE  
ROAD to the TEMPLE of HONOUR and FAME,  
An instructive and Entertaining  
GAME.



23. Game of Moral Improvement (referred to on page 49)

## CHAPTER VI

### GAMES OF AMUSEMENT

ALTHOUGH A few of the earliest games come within the category of pure amusement, more generally they are of later date, for instance William Spooner, who published in the early Victorian period, devoted at least half the number of his games to the amusement variety.

Opinions swung back and forth over the proprieties of dice: in 1750 the game of *Goose* clearly states a pair of dice are required: by 1790 *Human Life* says that the totum provided with the game is to "avoid introducing a Dice Box into private families": 17 years later (1807) *The game of the Jew* provides in its rules for the use of "a pair of dice or a totum of 12 sides": this game, incidentally, is an out-and-out gamble!

The history of the teetotum is bound up with that of the dice, which in turn were probably evolved from the knucklebones of antiquity. They were originally of elongated four-sided shape, the respective sides marked with different values, in which form they were known to Herodotus (485-425 B.C.). The Greeks and Romans were inveterate gamblers with the dice, at which time the dice boxes or beakers were of carved ivory or gold, while the dice themselves were made of ivory or even crystal inlaid with markings in gold. We read of Mark Anthony dicing at Alexandria and of Nero being passionately fond of it.

Shall we say the knowledge of such gambling, and the prejudice it engendered, was the reason a spinning die or "Teetotum" came into being, though the actual date is unknown? Strutt, born in 1749, says (*Sports and Pastimes*) it was used in games when he was a boy.

The earliest of all known games with which this work deals comes under the heading of the present chapter, viz. *The Royall and Most Pleasant Game of the Goose*.



Why a goose was selected to entitle the game is unknown. *Encyclopaedia Britannica* says of it "Goose—an ancient French game, said to have been derived from the Greeks, very popular at the close of the Middle Ages. It was played on a piece of cardboard upon which was drawn a fantastic scroll called the 'jardin de l'Oie' (Goose Garden). . . . At the end of the 18th century a variation of the game was called the 'jeu de la Révolution Française'".

Goose instituted the type of race track of which "Snail Shell" is the best description: most of the later publications, whilst altering the design, still retained the idea of the anti-clockwise track: the game of the *Monkey*, published about 70 years after *Goose*, still employed the anti-clockwise snail-shell track: thereafter the style of track entirely changes, particularly under the influence of William Spooner, 1836-54.

	<i>Date published</i>	<i>Publisher</i>
<i>Royall &amp; Most Pleasant Game of the Goose</i>	<i>circa 1750</i>	H. Overton
<i>The Royall Pass-Tyme of Cupid, or the New and Most Pleasant Game of the Snake</i>	<i>circa 1750</i>	John Garrett
<i>The Magic Ring</i>	1796	Champante & Whitrow
<i>Combat with the Giant</i>	1796	Champante & Whitrow
<i>Game of the Jew</i>	1807	Edw. Wallis
<i>Mother Goose and the Golden Egg</i>	1808	John Wallis Junr.
<i>Game of the Monkey</i>	<i>circa 1820</i>	E. Wallis
<i>Candle History</i>		E. Wallis
<i>Voyage of Discovery</i>	1836	Wm. Spooner
<i>The Journey</i>	<i>circa 1838</i>	Wm. Spooner
<i>Funnyshire Fox Chase</i>	<i>circa 1842</i>	Wm. Spooner
<i>Fortunio &amp; His Seven Gifted Servants</i>	1846	Wm. Spooner
<i>Cottage of Content</i>	1848	Wm. Spooner
<i>The Merchants</i>	1849	Wm. Spooner

EVERY MAN TO HIS STATION

A War Game

Game of Moral Improvement (referred to on Page 50)

[illegible]

LONDON: PUBLISHED BY WILLIAM SPOONER, 375, STRAND, P. NOV. 1884.

(55)



	<i>Date Published</i>	<i>Publisher</i>
<i>Hare &amp; Tortoise</i>	1849	Wm. Spooner
<i>The Country Fair</i>	1854	Wm. Spooner
<i>Journey to Lindley Murray's</i>	Not dated	John Betts
<i>Royal Race Course</i>	Not dated	David Ogilvy
<i>Steeplechase—The new Comic Game</i>	Not dated	Passmore
<i>Race to the Gold Diggings</i>	Not dated	?
<i>Paul Pry</i>	Not dated	D. Carvalho
<i>Russia v. Turkey</i>	circa 1854	?
<i>Adventures of Lord Pudding</i>	circa 1830	?
<i>My House to Furnish</i>	Not dated	?
<i>Waddling Frog</i>	circa 1825	Dean & Munday
<i>Game of Goose—The new Royal</i>	Not dated	?

#### ROYALL & MOST PLEASANT GAME OF THE GOOSE (26)

(Not dated.) "Invented at the Consistory in Rome and are printed and sold by H. OVERTON at Ye White Horse without Newgate where all sorts of Fine Prints and Maps are Sold and Framed at Reasonable Rate."

In black and uncoloured from a copper plate, the impression of which shows clearly,  $18\frac{1}{2}$  in  $\times$   $14\frac{1}{4}$  in; the paper itself is 21 in  $\times$   $16\frac{5}{8}$  in, and conforms to the usual vertical watermarked lines 1 inch apart with horizontal ones 20 to the inch at right angles; a coat of arms completes the watermarking.

The game is a race running anti-clockwise to Space 63, but "Hee that overthroweth ye number 63 must turn back againe & Counte his throw from the Begining". "He that throweth ye last number 63, wineth the game."

The rules, 12 in number, state that "a Paire of Dyce" are required.

Most of the 63 spaces are blank, but 13 have geese which "Duble his Chance Forward", others e.g. 58, "Where Death is must pay one and begin again".

This is the game mentioned in Oliver Goldsmith's *Deserted Village*, published 1770:

"The Pictures plac'd for ornament and use,  
The Twelve good rules, the Royal Game of Goose."

This also is that game of *Goose* to which both John Jefferys in his *Play of Geography*, 1759, and Mrs. Newbery's *Game of Human Life*, 1780, refer.

Another game exactly similar in design was published by Robt. Sayer at The Golden Buck, Nr. Serjeant's Inn, Fleet Street: like Overton's, it too is not dated.

The fact that Jefferys instructed the players of his game in 1759 to "proceed as in the game of Goose" suggests the latter being widely known and without any definite evidence, 1750 may be accepted as a probable publishing date.

This is the earliest of all table games of this character. Author's copy is uncut and even unfolded—where has it lain all the 200 years since it was sold at "Ye White Horse without Newgate"? Forty years were then still to pass until, with the fall of the Bastille in 1789, the Kingdom of France ended with the execution of Louis XVI in 1793.

#### THE ROYALL PASS-TYME OF CUPID (27)

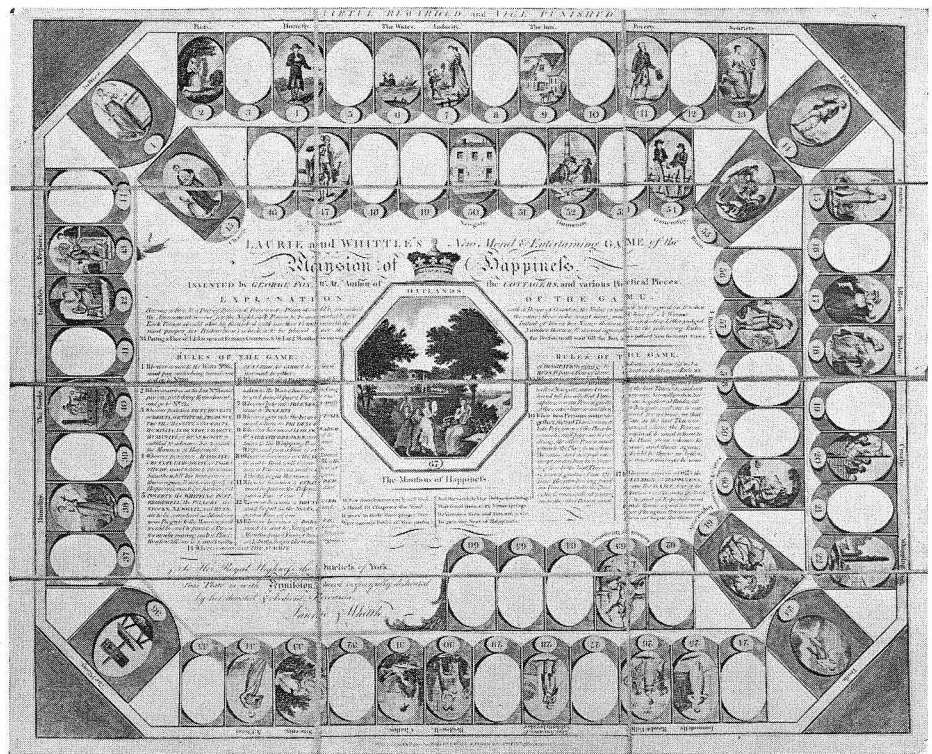
*or the New & Most Pleasant Game of The Snake. Printed and sould by John Garrett at his Shop next ye Stayres of ye Royall Exchange in Cornhill.*

An engraving on laid paper uncut and uncoloured, size 18 in  $\times$   $14\frac{3}{4}$  in, representing a coiled snake wearing a crown on his head, upon the coils are 62 circles, No. 63, the central panel, is termed "The Delightfull Garden of Cupid".

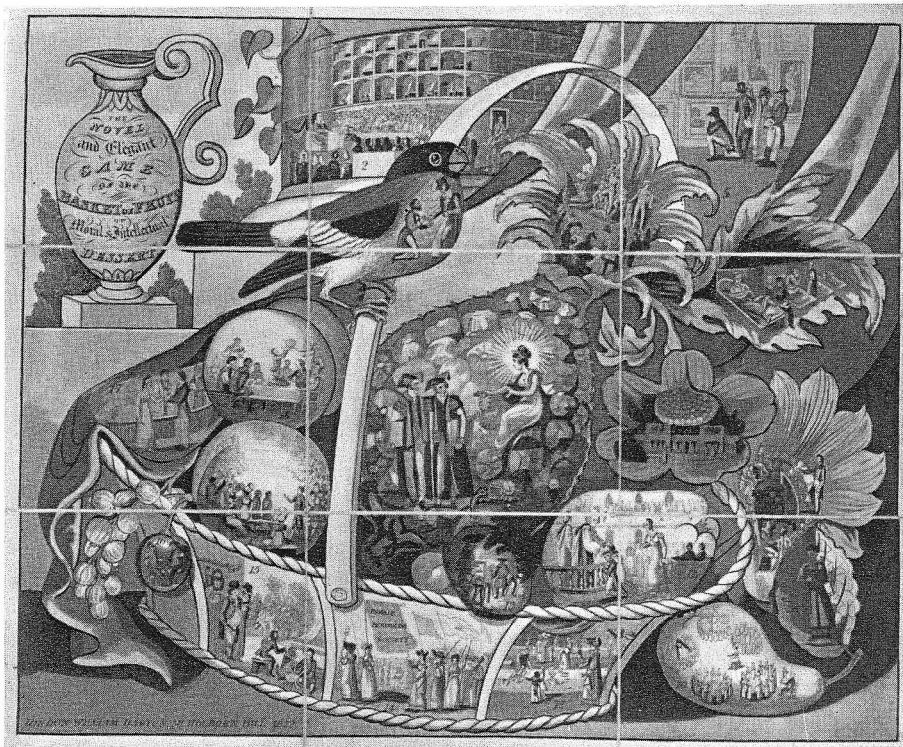
The complete "Directions how to play" are as follows:

- 1 "Haveing a pare of dice, it must be first agreed upon, what to play for, which is to be layd downe, & then you must throw—who shall play first.
- 2 "He that throws first of all Seven, must take notice what he hath throwne, for if it be 1 & 6, he goes forward to 16, if it be 2 & 5, to 25, if it be 4 and 3, he goeth to 43.



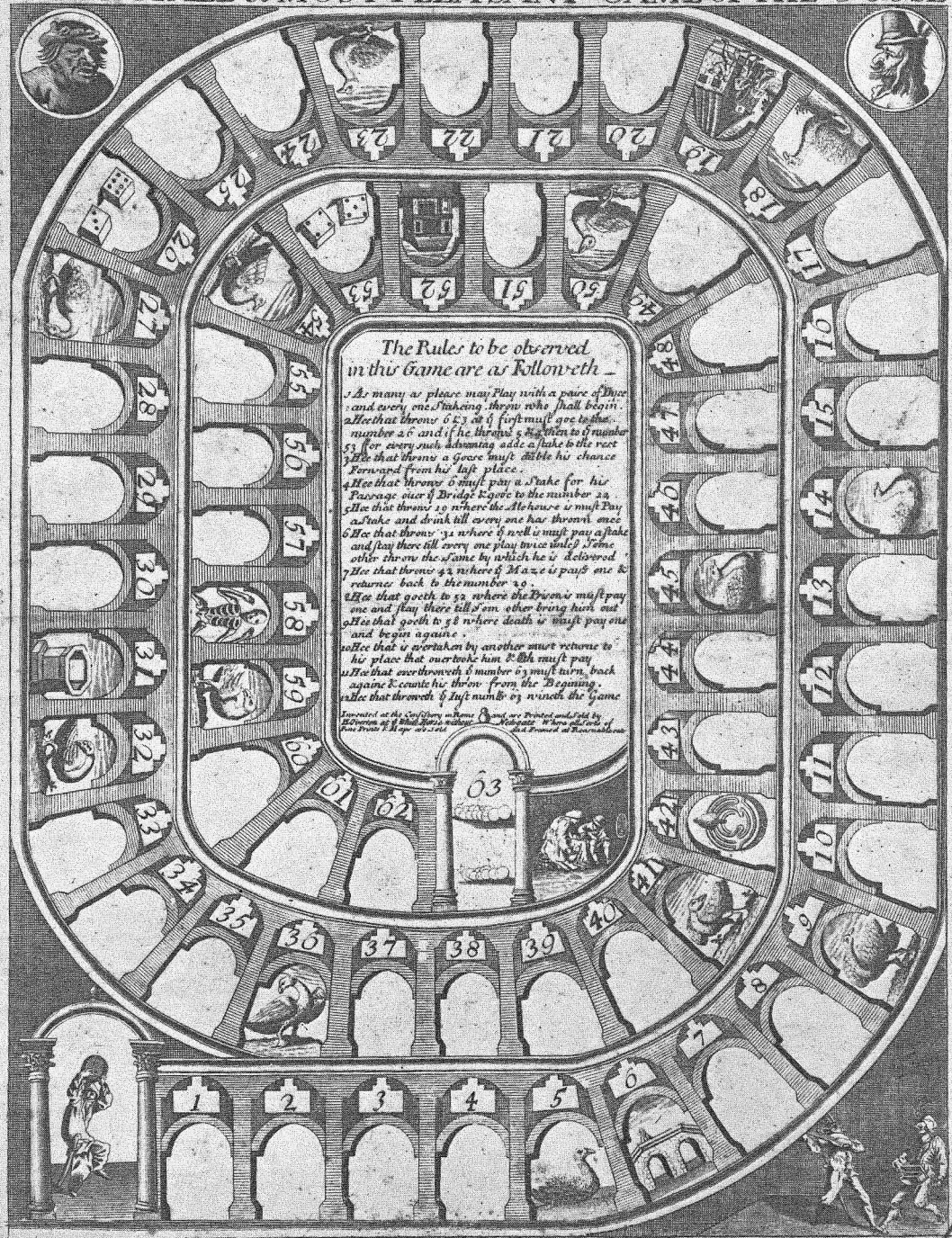


24. Game of Moral Improvement (referred to on page 51)



25. Game of Moral Improvement (referred to on page 51)

THE ROYALL & MOST PLEASANT GAME OF THE GOOSE



- 3 "He that throws upon cupid must not rest there, but goe as many forward as he hath throwne.
- 4 "He that throws upon 5 where the bridge is, must pay passage: that is, lay downe as much as he stake at ye first, and so he must goe forward to rest on ye chayre at 12 till all the rest have played once about.
- 5 "He that throws upon 18, must pay beveridge to Cupid, & stay with him till ye rest have played twice about or some body releace him.
- 6 "He that throws upon 30 must wash him self so long in ye fountayne till he be displaced by some other in whose place he must goe back agin.
- 7 "He that throws upon 38 must feast with Cupid, paying his share that is as much as he stakt downe at first, & must remayne there till his Companions have played once about.
- 8 "He that throws in ye labyrinth which is 46, must goe back to 23, & then play agin in his turne.
- 9 "He that comes in ye wood upon 54, is catcht in ye net, till he be delivered by sum other, in whose place he must goe back, paying his ransome.
- 10 "He that throws 59, where ye coffin stands, must give way to ye corps, pay for ye grave, & begin ye game again in his turne.
- 11 "If some person throws where any body else stands, then the first must give way to ye last going back into ye others place, paying his fine.
- 12 "He that comes first into the delightfull garden of Cupid, where 63 is he hath wun ye game: & is to begin ye new game againe, but if in case he throws above ye number of 63, then he must goe so far back ward, as he hath exceeded ye number."

This game is so similar both in appearance and operation to *The Royall & Most Pleasant Game of the Goose*—both tracks are of 63 numbers: No 58 "Where Death Is" (Goose), 59 "Where Ye Coffin Stands" (Snake)—that in all probability the popularity of the former inspired the publication of the latter.



These two games are very rare; the reason is obvious—being uncut and not mounted on linen, they became creased or torn and ultimately would be thrown away.

These two games were engraved half a century before Trafalgar and Waterloo were fought, whilst the Second George sat on the English Throne, and America was an English Colony.

### THE MAGIC RING

*A new game. Replete with Humour and Pleasant Variety. Published Nov. 1st, 1796 by Champante and Whitrow, Jewry Street, Aldgate.*

An engraving size 22 in  $\times$  15½ in, hand-coloured, mounted in 9 sections on linen. The game itself measures 14½ in  $\times$  15½ in, the rules, printed from type, are on either side of the game, which consists of a series of ovals between lines of chain running anti-clockwise from No 1 "The City Gate", to 50 "The Magic Ring". The rules declare that the game may be played by any number of persons up to 18 or more.

### COMBAT WITH THE GIANT (28)

*Published September 1st, 1796, by Champante & Whitrow, Jewry Street, Aldgate.*

An engraving hand-coloured, size 8½ in  $\times$  15¾ in, which together with directions for playing the game, printed from type and affixed each side the engraving, forms a complete sheet 15¾ in  $\times$  15¾ in. Cut into 9 sections and mounted on linen, contained in slip-in case, oval label on front, printed copperplate in black.

This game is almost unique among the very old ones in that it is not a race game, but instead is played with an ordinary pack of 52 playing cards from which the tens have been removed, making 48.

All games previously published were of the race track type, and it is of interest in consequence to repeat its rules in full: considering that they were framed 150 years ago, the game would be a good one even to-day: here they are:



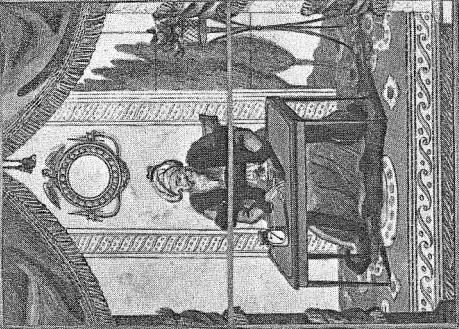
- 1 Take a complete pack of cards and discard the *tens* so that there remain but 48 cards.
- 2 The *Court Cards* personate *men* or *women* and each *Ace* represents a *woman* respectively.
- 3 Not more than *sixteen hands* can play at this game. Each hand deposits *two counters* into the public bank and the value of those is fixed at so much per dozen, at the option of the parties who agree to play together. Thus the bank, if sixteen *hands* play, will consist of thirty-two counters.
- 4 The foregoing rule respecting the amount of counters to be deposited in the public bank is variable. Sixteen, Fourteen, Twelve, Ten, Eight, Six, but never less than four hands can play. The contingent of counters to be paid into the public bank is fixed at the following rate for each hand: For Fourteen *three*, for Twelve *three*, for Ten *three*, for Eight *four*, for Six *six*, and for Four *eight*, counters a piece.
- 5 Previous to the deal, partners are chosen. The dealer then deals three cards to each hand, in the usual way from the right to the left, and one card at a time.  
(Author's note: In 1796 the deal was anti-clockwise as a usual thing.)
- 6 The game requires that each lady should have dealt to her one *Court Card*, representing a *man*, and each gentleman, on the other hand, a *Court Card* or an *Ace*, which represents a *woman*.
- 7 Since it will often happen that a person will have two, or even three, court-cards, or a court-card and two aces, or *vice-versa*, two court-cards and an ace dealt to him, while others will only get low cards, such as deuces, fours, sevens, nines, etc., the latter are obliged to buy what court-card or ace they want, of their neighbour, beginning with the younger hand; and if he has none to spare, of the next in rotation, up to the dealer, who is the last to be asked. The form of demanding for a lady of a gentleman is: "Pray, sir, have you a man to dispose of?" And for a gentleman of a lady: "Pray, madam, have you a woman to dispose of?"
- 8 He that has such a card to spare, declares it by delivering it to the

buyer, who is to present to him his three cards turned down, from which the seller draws one, and receives for each point it bears, one counter from the buyer, which is the seller's profit—N.B. Each court-card or ace counts ten points.

- 9 Should it, however, occur (and frequently it will) that no player has a court-card or ace to part with, the buyer must appeal to the dealer, who turns up the first card of the remainder of the pack; and should this not answer the request of the buyer, he turns up each successive card, till the buyer is suited with what he wants, and for every card so turned up, the buyer pays the dealer a fine of one counter, which is his profit.
- 10 If the dealer be in want of a court-card or an ace, he must purchase it of the company as prescribed by rule VIII, and if nobody can suit him, he has recourse to the pack, and availing himself of his privilege as dealer, pays no fine.
- 11 These preliminaries being settled, the dealer deposits the amount of the public bank on the board, at the giant's head, saying, "Ladies and gentlemen, the giant has robbed us all, let us give him battle".
- 12 All hands now proceed to engage the giant. They shew their cards, and that half of the players who hold the lowest cards, or have the less points, are deemed prisoners of war to the giant, and surrender their respective court-cards, or aces, which are deposited under the citadel, below the board, by the dealer.  
N.B. Every hand ought carefully to remember the court-card or ace he throws out, as it will be material to his interest on the division of the bank stock, at the ultimate conquest of the giant.
- 13 The other half of the company are called *active* combatants, to distinguish them from the prisoners. They keep the required court-card before them, and throw up the rest, with the superfluous ones of the prisoners, on the pack.
- 14 The active combatants then form a war-chest, to defray the expenses of the campaign against the giant, by depositing eight counters a head, separate from the bank usurped by the enemy. This stock or fund will be sufficient to satisfy all the exigencies of





4	3	9	8
<p><b>DIRECTIONS for PLAYING</b>  <b>THE</b>  <b>NEW GAME of the JEW.</b></p> <p>1. The game is played with a board, the          board being 12 squares long and 10 squares          wide, and a number of pieces, the pieces          being 12 in number, 6 of each color.</p> <p>2. The pieces are placed on the board as          follows:—The 6 white pieces are placed          on the 1st square of the 1st, 2nd, 3rd, 4th,          5th, and 6th squares of the 1st file; the 6          black pieces are placed on the 1st square          of the 7th, 8th, 9th, 10th, 11th, and 12th          files.</p> <p>3. The object of the game is to capture          all the pieces of the opposite color, and to          move the king to the 1st square of the 1st          file.</p> <p>4. The king is the only piece which can          move to any square, and is the only piece          which can capture any other piece.</p> <p>5. The queen is the only piece which can          move to any square, and is the only piece          which can capture any other piece.</p> <p>6. The rook is the only piece which can          move to any square, and is the only piece          which can capture any other piece.</p> <p>7. The bishop is the only piece which can          move to any square, and is the only piece          which can capture any other piece.</p> <p>8. The knight is the only piece which can          move to any square, and is the only piece          which can capture any other piece.</p> <p>9. The pawn is the only piece which can          move to any square, and is the only piece          which can capture any other piece.</p> <p>10. The game is played with a board, the          board being 12 squares long and 10 squares          wide, and a number of pieces, the pieces          being 12 in number, 6 of each color.</p>		10	
2	5	11	6

# COMBAT with the GIANT.

## A NEW INVENTED and ENTERTAINING GAME.

**THE GIANT** is a game for two players, one of whom is the Giant, and the other the Knight. The Giant is a large, powerful, and fierce creature, while the Knight is a brave and skilled warrior. The game is played on a board with various obstacles and a goal. The Giant's objective is to reach the goal, while the Knight's objective is to prevent the Giant from doing so. The game is played by taking turns moving pieces and attacking each other.

**THE BOARD** is a rectangular board with a grid of squares. The Giant starts at the bottom left corner, and the Knight starts at the top right corner. The board is divided into three sections: the Giant's section, the Knight's section, and the goal section. The Giant's section is the bottom half of the board, the Knight's section is the top half, and the goal section is the middle section. The goal is located at the bottom right corner of the board.

**THE PIECES** are the Giant and the Knight. The Giant is a large, powerful, and fierce creature, while the Knight is a brave and skilled warrior. The Giant is represented by a large, black, and white piece, while the Knight is represented by a smaller, black, and white piece. The Giant has a long, sharp sword, and the Knight has a shield and a lance.

**THE RULES** are as follows: The Giant moves one square forward or backward, or one square to the left or right. The Knight moves one square forward or backward, or one square to the left or right. The Giant can attack the Knight if they are adjacent. The Knight can attack the Giant if they are adjacent. The game ends when the Giant reaches the goal or when the Knight captures the Giant.

**THE OBJECT** of the game is for the Giant to reach the goal. The Knight's objective is to prevent the Giant from doing so. The game is played by taking turns moving pieces and attacking each other. The Giant moves first, followed by the Knight. The game ends when the Giant reaches the goal or when the Knight captures the Giant.

**THE ADVANTAGES** of this game are that it is simple and easy to learn, and it is very entertaining. It is a game that can be played by anyone, and it is a game that can be played for hours. The game is a great way to spend time with friends and family, and it is a game that can be played anywhere.

**THE DISADVANTAGES** of this game are that it is a bit slow, and it can be a bit boring. However, the game is still a great way to spend time with friends and family, and it is a game that can be played for hours. The game is a great way to spend time with friends and family, and it is a game that can be played anywhere.

**THE CONCLUSION** is that this game is a great way to spend time with friends and family, and it is a game that can be played for hours. The game is a great way to spend time with friends and family, and it is a game that can be played anywhere. The game is a great way to spend time with friends and family, and it is a game that can be played for hours.

**THE AUTHOR** of this game is John Doe, a famous game designer. The game is a great way to spend time with friends and family, and it is a game that can be played for hours. The game is a great way to spend time with friends and family, and it is a game that can be played anywhere.



those that throw prizes with the tetotum, which is the weapon used to kill the giant.

- 15 Each of the prisoners of war is at liberty to throw or not to throw: if their casts be prizes, they are entitled to draw nothing; if forfeits, they pay the fines as fixed by the subjoined list. If any prisoner throw Nos 17 or 18, he is entitled to the benefit explained in rule 17.
- 16 A *tetotum* with six faces, numbered 1, 2, 3, 4, 5, 6 (each player spinning *three times*) is substituted instead of *three dice*, bearing 21 points. N.B. In the box which contains the tetotum will also be found six different coloured counters; these are to be considered merely as markers—it being necessary that each player should furnish himself with a quantity for deposits in the bank; pieces of card, or anything else that may be thought of, will answer the purpose.
- 17 The following is a list of lucky casts or prizes defrayed out of the war chest.

NOS.	PRIZES	COUNTERS
4	The giant's legs	6
6	His shield	4
8	His arms	10
13	His sword	6
16	His helmet	8

- 17 The sortie of the prisoners from the citadel which terminates the game. If a prisoner throw this number, he is entitled to the whole amount of the war-chest. If thrown by an active combatant, the amount of the war-chest is equally divided between him and his neighbours to the right hand. In each case, the prisoners are set at liberty, and enjoy the benefits that may arise from the division of the bank-stock, as specified by rule XVIII.
- 18 He who throws this lucky number, whether he be a prisoner or an active combatant, hits the heart of the giant, and consequently kills him. This cast is entitled to the whole of the contents of the war-chest. The prisoners are also liberated,

and supposed to bring back with them the bank-stock, in whose division they are allowed to share as follows:

- 18 After Nos 17 or 18 are thrown the game is terminated by the division of the bank-stock, which is made in the following manner: The dealer calls in the court-card or ace of every hand, and shuffles them. Should any person wish to shuffle them before the dealer, he has a right so to do. The dealer then lays them on the table one by one and turned down, reserving to himself the privilege at discretion, a certain number of counters from the bank-stock on such cards as he pleases: nay, even the whole stock on one card if he chooses. The cards are then turned up and identified by the respective owners, who receive whatever premium has been put on them by the dealer.
- 19 The following is a list of unlucky casts or forfeits to be paid by the thrower into the war-chest:

#### FORFEITS

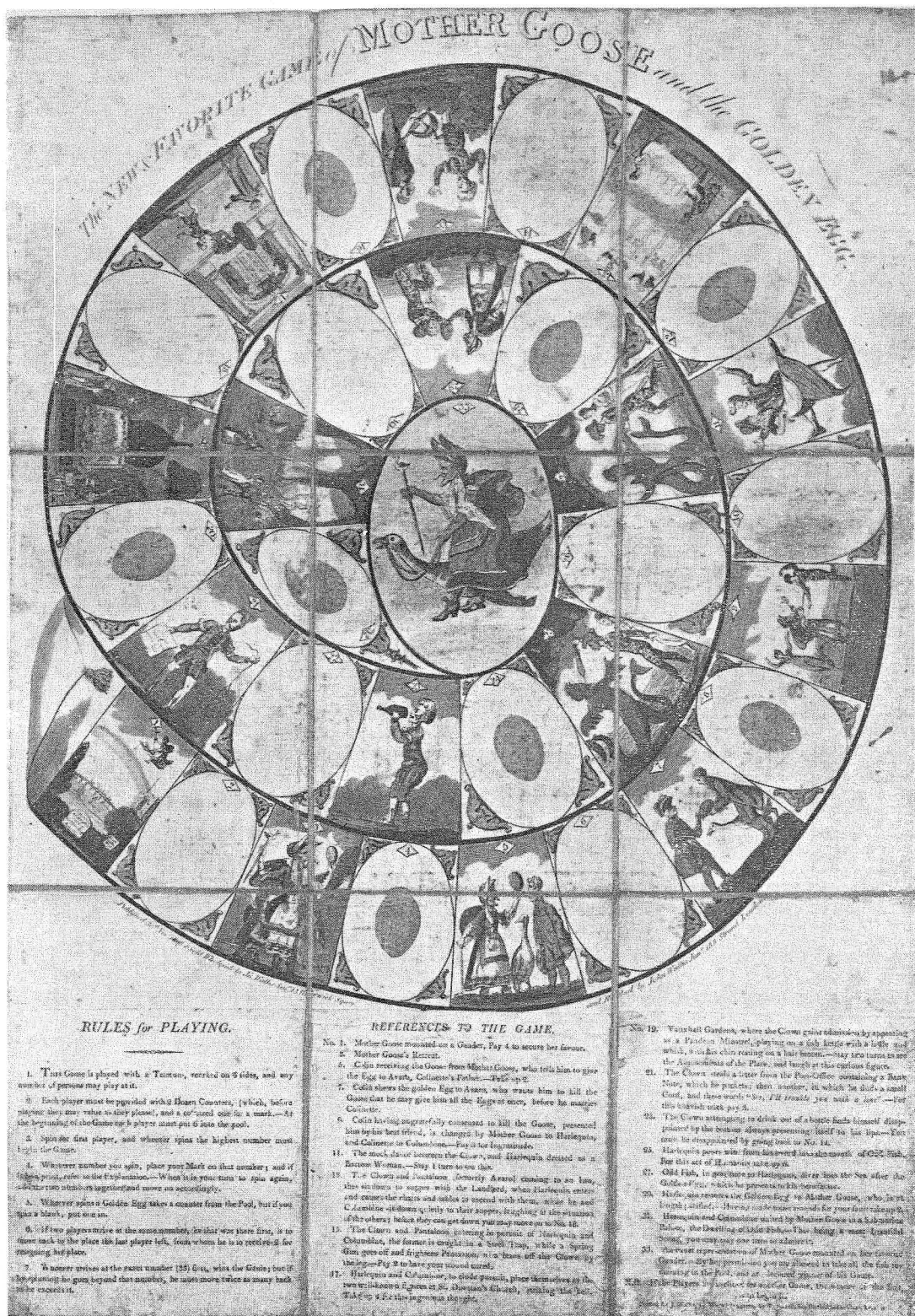
Nos	ACTIVE COMBATANTS	PRISONERS
	Counters	
3 The Giant's mantle	4	2
5, 7, 9, 11, 15 each	8	4
10 The plumage	6	3
12 The sheath	4	2
14 The scarf	4	2
20 It is usual in this game for partners to join stock.		

Printed for Champante & Whitrow,  
Jewry Street, Aldgate; and may  
be had at every Toy Shop in the  
Kingdom.

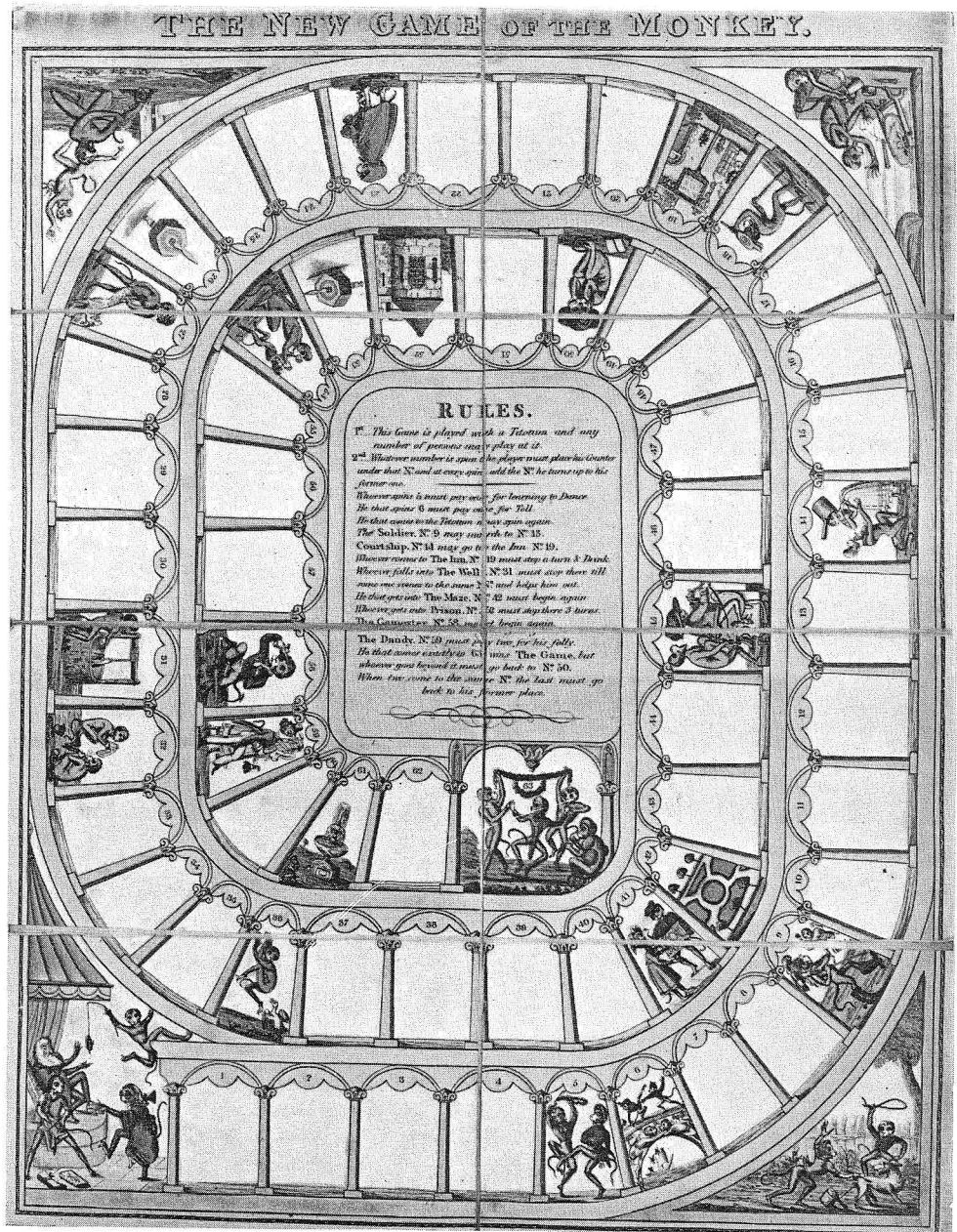
(Entered at Stationer's Hall)

#### GAME OF THE JEW (29)

*New and Fashionable—Published May 27, 1807, by Edwd. Wallis, 13  
Warwick Square; M. DUNNETT, 3 Cheapside, and J. Wallis Junr.,  
188 Strand, London.*



30. Game of Amusement (referred to on page 63)



31. Game of Amusement (referred to on page 64)



An engraving on laid paper, size  $15\frac{1}{2}$  in  $\times$  18 in, hand-coloured, mounted in 12 sections on linen, contained in slip-in case with coloured label on one side.

Publication date on the cover is 16th June, 1807.

The centre of the game shows a Jew sitting at a table with his money bags, the figure "7" being marked on one of them. Around the central panel are 9 compartments marked respectively 2, 5, 11, 6, 10, 8, 9, 3, 4. The rules are at the top of the sheet. The game is played either with a pair of dice or with a totum marked on its 12 sides 1-12: whoever throws first must put down as many counters as the number thrown and on that number they must be placed—until someone throws "twelve", who clears the board.

Note: Contrast the avoidance of the use of dice in *Human Life* with the out-and-out gambling element of this game.

#### MOTHER GOOSE & THE GOLDEN EGG (30)

*The New and Favorite game of. Published 30th Nov. 1808 and sold Wholesale by Jno. Wallis Senr., 13 Warwick Square, and Retail by John Wallis Junr., 188 Strand, London.*

An engraving size  $15\frac{1}{2}$  in  $\times$   $21\frac{1}{2}$  in, hand-coloured, mounted in 9 sections on linen, the rules printed from type affixed below the engraving. Contained in slip-in case with picture label same design as the centre of the game. This label reads "Published 1st Jan. 1809 and sold wholesale by John Wallis, 13 Warwick Square". The characters of Harlequin & Columbine, Clown & Pantaloon are introduced together with golden eggs, alighting on any of which entitles the player to take a counter from the pool, paying to it on the penalty spaces.

#### MONKEY (31)

*The New Game of. Published by E. Wallis, 42 Skinner Street, Snow Hill, London.*

An engraving size  $14\frac{1}{2}$  in  $\times$  18 in, hand-coloured, mounted in 8 sections on linen and contained in slip-in case with picture label on

front. A race played with a tetotum from No 1, travelling anti-clockwise to the centre, 63, where the rules are printed.

*A VOYAGE OF DISCOVERY, OR THE FIVE  
NAVIGATORS (32)*

*An Entirely New Game. Published by William Spooner, 259 Regent Street, Oxford Street, London, 1836.*

A lithograph size 18 in  $\times$  22 $\frac{3}{4}$  in, the five tracks—or, as the rules call them, "TRACTS"—are hand-coloured, so well done as to make the decision difficult as regards hand-colouring. (Author has not seen a second copy of this game; when two can be placed side by side it is an easy matter to decide whether or not hand-colouring has been employed; indeed many of these old games are so well coloured as almost to appear printed.) The print is mounted on linen in folding boards, cloth-covered, size 6 $\frac{1}{2}$  in  $\times$  6 in, with circular label on front.

Rules printed from type and pasted inside the cover.

A unique feature of the game is the provision of five tracks, one for each of the players, who travel along them around an imaginary archipelago, where are shown ships, some sailing, some wrecked; islands drawn in perspective show pictures of whirlpools, fights with natives and other adventures for the players.

Instead of dice or tetotum, a "Navigating Compass" is required, "which consists of five grand divisions, is, when fixed upon its pedestal, to be turned by any one of the players". The rules refer to it as "A New Christmas Game, price 7/6d. coloured". There is also a note: "Lately Published, THE JOURNEY, differing materially in plan from The Voyage of Discovery."

*THE JOURNEY (33)*

*or Cross Roads to Conqueror's Castle. London. W. Spooner, 259 Regent Street, Oxford Street.*

A lithograph size 16 $\frac{3}{4}$  in  $\times$  22 in, hand-coloured, mounted in 12

sections on linen, folded into hinged boards, cloth-covered, with picture label on front.

The game comprises a number of roads and paths leading from the starting place at the foot of the sheet to the castle at the top. Humorous figures occupy the spaces between the roads, the latter bearing such names as "Catch-cold Road", "Lollipop Lane", "Crack-skull Common".

Not dated, but prior to 1836.

### *FUNNYSHIRE FOX CHASE (The)*

*London. Published by William Spooner, 377 Strand.*

A coloured lithograph size 16 in  $\times$  20½ in, mounted in 9 sections on linen, folded into hinged boards, cloth-covered, with picture label on front. Rules pasted inside the front cover. Unlike most games, this one is not a race, but literally a fox-chase as explained in the rules.

### *FORTUNIO & HIS SEVEN GIFTED SERVANTS*

*London. Published by W. Spooner, 377 Strand, Dec. 1. 1846. Printed by C. Moody, 25 High Holborn.*

A coloured lithograph size 16¾ in  $\times$  22 in, mounted in 9 sections on linen, folded into hinged boards, cloth-covered with title in gilt. Rules inside front cover. The game is a race from King Alfouirite's Proclamation through 14 episodes, ending at the Palace Gardens.

### *COTTAGE OF CONTENT (The) (34)*

*or Right Roads and Wrong Ways. London. Published by Wm. Spooner, 379 Strand, Nov. 1st, 1848.*

A coloured lithograph size 16¾ in  $\times$  22 in, mounted in 9 sections on linen, and folded into hinged boards, cloth-covered, with picture label on front.

Rules pasted inside the front cover.

A very similar game to *The Journey* in design; the roads too are similarly named, e.g. "Lack-a-day Lane", "Tittle-Tattle Corner", etc.

*THE MERCHANTS* (35)

*or a Voyage of Commerce Round the World. London. Published by William Spooner, 379 Strand, Nov. 5th. 1849.*

A coloured lithograph size  $17\frac{1}{2}$  in  $\times$  16 in, on each side of which the rules are printed, making a sheet 24 in  $\times$  16 in, mounted in 9 sections on linen, folded into hinged boards, cloth-covered with picture label on front.

The design of the game is by G. F. Bragg and the lithographer L'Enfant.

Descriptions of the places visited are given in the rules, while at the top the situation of the places is shown by numbers corresponding with the list.

The game is played with a tetotum and a pool.

*HARE AND THE TORTOISE (The)* (36)

*A new Game. London. Published by William Spooner, 379 Strand. Nov 5th. 1849.*

A coloured lithograph by L'Enfant, size  $21\frac{1}{2}$  in  $\times$  17 in, mounted in 9 sections on linen, folded into hinged boards, cloth-covered, with picture label on front.

Rules pasted inside front cover. The game sheet is a country scene with picture of both hare and tortoise in the foreground, having numbers in circles upon both of them—more on the hare than the tortoise. A race game as described in the rules.

*COUNTRY FAIR (The)* (PLATE G)

*or Rural Sports and Rural Rambles. A Comic Game. London. Published by William Spooner, 379 Strand, 1st Nov. 1854. Printed by L'Enfant, 18 Rathbone Place.*

A coloured lithograph size  $16\frac{3}{4}$  in  $\times$  22 in, mounted in 9 sections on linen, folded into hinged boards, cloth-covered with picture label on front. Rules pasted inside front cover.



A companion game to *The Journey and Cottage of Content*, the playing track being very similar; so also are the names, e.g. "Scamper Road", "Peep Show Lane", etc.

These games of Spooner's are as distinct in their way as those of the Wallis family.

The comical figures in the early ones are strongly reminiscent of Cruikshank, who was at the height of his fame about that time.

N.B. Spooner was at No 377, Strand from 1842-44, and at No. 379 Strand in 1847.

### *A JOURNEY TO LINDLEY MURRAYS*

*London. John Betts, 115 Strand.*

A coloured lithograph size  $22\frac{1}{2}$  in  $\times$   $17\frac{1}{2}$  in, mounted in 9 sections on linen, contained in slip-in case with picture label. The game is a race from the entrance gates to the house in the centre of the sheet.

Lindley Murray was born in America in 1745, became a lawyer in New York and in 1784 came to England and settled in York. He wrote *A Grammar of the English Language*. He died in 1826. This game, in common with all Betts's productions, is undated.

### *ROYAL RACE COURSE (The) (37)*

*A Merry Round Game. Published by DAVID OGILVY at his Repository for Rational Toys and Amusements. Designed and lithographed by G. E. MADELEY, 3 Wellington Street, Strand.*

Size  $18\frac{1}{2}$  in  $\times$   $18\frac{1}{2}$  in, hand-coloured in parts, mounted in 9 sections on linen, folded into hinged covers, cloth-covered, with title in gilt. The rules are pasted inside the cover.

The race course has 6 tracks, each of a different colour, regarding which the publisher announces: "Caution—The Publisher begs to state that the plan of marking by STRIPES of colour as used in the present game, and also in 'Peter Puzzlewig's Game of Learning to Spell' is copyright, and therefore cannot be applied to other games, either in circles, ovals, parallel lines, etc., without his consent."

The game is undated, but as the rules refer to "Her Majesty's Cup", "The Prince of Wales Cup" and "The Prince Albert's Cup", it is presumably early Victorian.

### COMIC STEEPLECHASE (*The*)

A coloured lithograph size 26 in  $\times$  19½ in, mounted in 9 sections on linen, folded into hinged boards, cloth-covered, blind blocked and with picture label on front entitled "PASSMORE's New Comic Game, The Steeplechase".

### RACE TO THE GOLD DIGGINGS OF AUSTRALIA

A lithograph size 19 in  $\times$  13 in, coloured by hand in part, mounted in 8 sections on linen, folded. The rules are printed from type on white paste board. The race track, rules, ivory totum and six lead ships are contained in a mahogany box with slide lid, on which is a coloured print entitled "A Race to the Gold Diggings", showing two ships in full sail passing the Cape of Good Hope. Box measures 7¼ in  $\times$  5½ in  $\times$  1½ in. (The gold rush to Australia was from 1851-1853.)

### PAUL PRY

*The new game of. London, printed by D. CARVALHO, 74 Chiswell Street, Finsbury Square.*

Printed from type and wood blocks on a sheet of paper size 19 in  $\times$  15 in, watermarked "JOHN HALL, 1811". A race game very crudely printed and divided into 14 rectangular spaces, the rules occupying the 15th. Not dated.

### RUSSIA VERSUS TURKEY (38)

(*a new game*)

A paste board size 19 in  $\times$  11¾ in folded through the centre. A lithograph. In this game, like some of the earlier ones mounted on linen, it is extremely difficult to say with certainty how the colour effect was applied: some details undoubtedly have been added with water-colour by hand: the outside of the game shows a ship in full

sail with the title above it. Silk tapes fasten the game when not in use. The game board has a Turkish port on the left-hand side and a Russian on the right: players start from the centre of each side, trying to reach the centre of the other before their opponent; prizes are to be had and penalties suffered en route. No publisher's name. Not dated.

### *ADVENTURES OF LORD PUDDING*

*and his Companions on the journey through Switzerland in 64 stages.*

Not dated. Title printed in German, English and French. 64 engraved views with hand-coloured view of Mont Blanc in centre. Slip case with two coloured views. Instructions in German pasted on back. (Printed in Germany.)

### *MY HOUSE TO FURNISH*

Comprising a lithographed paper sheet, partly hand-coloured, showing respectively: drawing-room, dining-room, bedroom, library, kitchen. The game is played with a special pack of 35 cards. Contained in wooden box with slide lid with picture label. Size of box  $8\frac{3}{4}$  in  $\times$   $6\frac{1}{2}$  in  $\times$   $1\frac{1}{2}$  in. No publisher's name. Not dated.

### *WADDLING FROG (The Gaping, Wide Mouthed)*

A new and entertaining game of questions and commands, with proper directions for playing the game and crying the forfeits. London. Dean and Munday. Not dated. S.M. 8vo. Printed wrappers. Illustrated with 15 hand-coloured woodcuts with text of the game under each.

### *GOOSE (The new Royal Game of) (39)*

A coloured lithograph size  $21\frac{1}{2}$  in  $\times$  17 in, unmounted and folded into hinged boards paper-covered with picture label of a goose on front.

The game sheet carries the picture of a goose, having 63 circles within its outline marked with penalties or benefits. No 6 is a picture of a railway station, "The Great Northern Railway". No 20 shows a train. No 42 the Crystal Palace. No publisher's name. No date.

## CHAPTER VII

### CHRONOLOGICAL LIST OF THE EARLIER GAMES

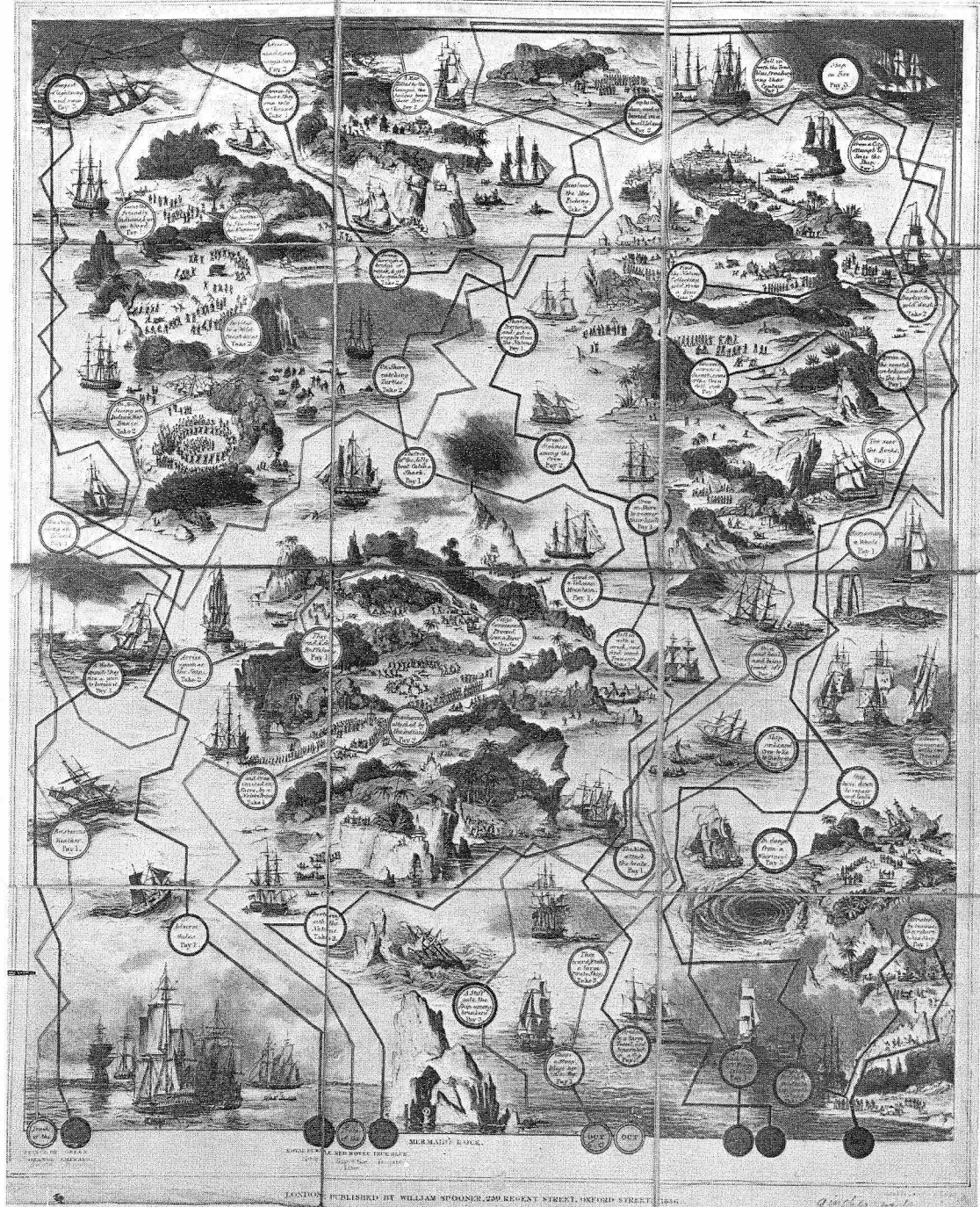
THIS LIST does not pretend to approach completion: gaps of many years appear, e.g. 1759-74 and 1774-90: it is unbelievable that, having started the publication of games, no new ones were produced in those intervals, indeed *Human Life* (1790) expresses the belief that it "may be the most useful of any that have hitherto been offered to the Public".

Reference to the list shows only three or four earlier ones, and somewhere perhaps there may still exist copies of those other games published prior to *Human Life*. This game, incidentally, is the first one to be marked "Entered at Stationer's Hall".

<i>Year of publication</i>	<i>Title</i>	<i>Publisher</i>
1750 (circa)	<i>Royall and Most Pleasant Game of the Goose</i>	H. Overton
1750 (circa)	<i>Royall Pass-Tyme of Cupid or The New &amp; Most Pleasant Game of the Snake</i>	John Garrett
1759	<i>A Journey through Europe</i>	Carrington Bowles
1774	<i>Royal Geographical Amusement</i>	Robt. Sayer
1790	<i>The Game of Human Life</i>	Wallis & Newbery
1791	<i>Royal Genealogical Pastime of The Sovereigns of England</i>	E. Newbery & John Wallis
1794	<i>Royal Geographical Pastime</i>	Laurie & Whittle
1794	<i>Tour of Europe</i>	John Wallis
1794	<i>Tour of England &amp; Wales</i>	John Wallis
1796	<i>Voyage Round the World</i>	John Wallis
1796	<i>The Magic Ring</i>	Champante & Whitrow



# A VOYAGE OF DISCOVERY; OR, THE FIVE NAVIGATORS. AN ENTIRELY NEW GAME.



32. Game of Amusement (referred to on page 64)



# CHRONOLOGICAL LIST OF THE EARLIER GAMES 71

<i>Year of publication</i>	<i>Title</i>	<i>Publisher</i>
1796	<i>Combat with the Giant</i>	Champante & Whitrow
1798	<i>Arithmetical Pastime</i>	John Wallis
1800	<i>British Geographical Amusement</i>	Bowles & Carver
1800 (circa)	<i>Geographical Game of Europe</i> by Dr. Nugent	Bowles & Carver
1800 (circa)	<i>Geographical Game of the World</i>	Bowles & Carver
1800	<i>Mansion of Happiness</i>	Laurie & Whittle
1801	<i>The Reward of Merit</i>	J. Harris
1802	<i>Tour of Asia</i>	John Wallis
1802 (circa)	<i>Tour of Scotland</i>	John Wallis
1802 (circa)	<i>Tour Through America</i>	John Wallis
1802	<i>Grammatical Game in Rhyme</i>	Saml. Conder
1803	<i>Historical Pastime (Geo. III)</i>	J. Harris & J. Wallis
1804	<i>Emulation</i>	John Harris
1804	<i>Pleasures of Astronomy</i>	John Wallis
1804	<i>Mythological Amusement</i>	John Wallis
1805	<i>Pleasures of Natural Philosophy</i>	John Wallis
1807	<i>Game of The Jew</i>	Edward Wallis
1808	<i>Mother Goose &amp; The Golden Egg</i>	John Wallis Junr.
1809	<i>Panorama of London</i>	J. Harris
1809	<i>Geographical Recreation</i>	J. Harris
1809	<i>Walker's Tour of England &amp; Wales</i>	W. & T. Darton
1810	<i>Historical Pastime (The Jubilee)</i>	J. Harris
1811	<i>Mirror of Truth</i>	John Harris
1811	<i>Road to the Temple of Honour &amp; Fame</i>	John Harris
1814	<i>Historical Pastime (Geo. Prince Regent)</i>	John Wallis
1815	<i>Panorama of Europe</i>	J. & E. Wallis
1815	<i>Swan of Elegance</i>	John Harris
1816	<i>History of England</i>	Bowdeny & Kerby
1816	<i>Walker's Geographical Pastime</i>	W. & T. Darton



<i>Year of publication</i>	<i>Title</i>	<i>Publisher</i>
1816 ( <i>circa</i> )	<i>Who Wears the Crown</i>	J. & E. Wallis
1818	<i>Wonders of Nature</i>	Edward Wallis
1818	<i>Virtue Rewarded &amp; Vice Punished</i>	Wm. Darton
1818	<i>Mansion of Bliss</i>	Wm. Darton
1818 ( <i>circa</i> )	<i>Royal Game of British Sovereigns</i>	J. & E. Wallis
1820	<i>A Survey of London</i>	Wm. Darton
1820 ( <i>circa</i> )	<i>Game of The Monkey</i>	E. Wallis
1821	<i>Useful Knowledge</i>	Wm. Darton
1822	<i>Fruit Basket</i>	Wm. Darton
1822	<i>Elephant &amp; Castle</i>	Wm. Darton
1822 ( <i>circa</i> )	<i>Learning in Sport</i>	Wm. Darton
1828	<i>Historical Pastime (To Geo. IV)</i>	Edward Wallis & J. Harris
1829	<i>Middleton's Tour through England &amp; Wales</i>	J. Harris

After 1820 and until Spooner commenced publishing about 1836, few games printed the date of publication upon them.



## CHAPTER VIII

### EARLY PUBLISHERS

THE EARLIEST *dated* game known to the author is *Journey through Europe*, published in 1759 by Carrington Bowles, but its rules refer to the game of *Goose*, and until an earlier one turns up, *The Royall and Most Pleasant Game of the Goose* must be acknowledged as the oldest.

It appears to have been published simultaneously by:

1750 H. OVERTON at The White Horse without Newgate, and  
(circa) ROBERT SAYER at The Golden Buck, near Serjeants Inn,  
Fleet Street.

1750 JOHN GARRETT "Next Ye Stayres of Ye Royall Exchange in  
(circa) Cornhill". (*Royal Pass-Tyme of Cupid.*)

In 1759 CARRINGTON BOWLES was at 69 St. Paul's Churchyard.  
(*Journey through Europe.*)

1800 BOWLES & CARVER were at 69 St. Paul's Churchyard.  
(*Geographical Amusement.*)

1774 ROBERT SAYER was at 53 Fleet Street.  
(*Royal Geographical Amusement.*)

1794 LAURIE & WHITTLE were at 53 Fleet Street.  
(*Royal Geographical Pastime.*)

1790 MRS. E. NEWBERY was at Corner of St. Paul's Churchyard.  
(*Human Life.*)

1801 J. HARRIS was at Corner of St. Paul's Churchyard.  
(*Reward of Merit.*)

1837 J. HARRIS & SON were at Corner of St. Paul's Churchyard.  
(*Historical Pastime.*)

1796 CHAMPANTE & WHITROW were at Jewry Street, Aldgate.  
(*Combat with the Giant.*)

1802 SAML. CONDER was at Cheapside.  
(*Grammatical Game in Rhyme.*)

## THE WALLIS FAMILY

JOHN WALLIS	16 Ludgate Street	1790 ( <i>Human Life</i> )
JOHN WALLIS	13 Warwick Square	1805 ( <i>Natural Philosophy</i> )
JOHN WALLIS SENR.	13 Warwick Square	1807 ( <i>Game of the Jew</i> )
JOHN WALLIS JUNR.	188 Strand	1808 ( <i>Mother Goose</i> )
JOHN WALLIS	13 Warwick Square	1811 ( <i>Mirror of Truth</i> )
J. & E. WALLIS and	42 Skinner Street	1815 ( <i>Panorama of</i>
J. WALLIS JUNR.	Marine Library,	<i>Europe</i> )
	SIDMOUTH	
E. WALLIS	42 Skinner Street	
	and 12 High Street	1818 ( <i>Wonders of Nature</i> )
	Islington	

The eminent cartographers of those days included John Jefferys and Carrington Bowles—the latter being established as a map and printseller at 69 St. Paul's Churchyard.

Forty-one years later (1800) Bowles and Carver were in business at the same address.

In 1774 Robert Sayer was a map and printseller at No 53 Fleet Street.

Twenty years later Laurie & Whittle were in business there.

In 1790 there was a shop kept by Mrs. E. Newbery "At the Corner of St. Paul's Church Yard": she and John Wallis of No 16 Ludgate Street jointly published *Human Life* and *Royal Genealogical Pastime* (1791).

John Wallis in 1794 published in his own name from 16 Ludgate Street, and in 1804 or 1805 moved to 13 Warwick Square.

The shop "At the Corner of St. Paul's Church Yard" had by 1801 passed into the hands of J. Harris, who, declaring himself successor to E. Newbery, published in that year *Reward of Merit* and in 1809 *The Panorama of London*, one of the panels on which shows Harris's shop in the Church Yard.

By 1837 J. Harris had become J. Harris & Son, and in 1850 Grant & Griffith, "Successors to Newbery and Harris", published a book *The Life & Perambulations of a Mouse*, with frontispiece engraved by Percy Cruikshank. By (circa) 1880 the firm was Griffith & Farron.

By 1815 the Wallis firm was known as J. & E. Wallis of 42 Skinner Street, while John (Junr.) had removed to The Marine Library, Sidmouth. Another 3 years pass and it is now E. Wallis at Skinner Street with a branch at 12 High Street, Islington.

As late as the accession to the Throne of Queen Victoria (1837), E. Wallis at Skinner Street and J. Harris & Son at The Corner of St. Paul's Church Yard are in association, for *Historical Pastime* bearing their two names appeared with the portrait of the Queen in the centre.

After this time their names die out, and their engravings, which have held the field for nearly a century, give place to the lithographs of William Spooner.

#### THE DARTON FAMILY

In 1809 W. & T. Darton of 58 Holborn Hill published *Walker's Tour through England & Wales*, while William Darton Junr. in 1816 published *Walker's Geographical Pastime*. William Darton was the publisher of *Virtue Rewarded and Vice Punished* in 1818, and the latest dated game was *Fruit Basket* of 1882.

In 1802 as Darton & Harvey they printed and published the book of rules for Samuel Conder's *A Grammatical Game in Rhyme*.

This family were the publishers of many books for children.

The publishing trade would seem to have been a very friendly one in those days, for when in 1804 Conder & Jones issued their *Mythological Amusement*, it stated that it was "sold also by": J. Harris, St. Paul's Church Yard; Darton & Harvey, Gracechurch Street; B. Tabart, Bond Street; and by the author.

#### THE LITHOGRAPHED GAMES OF WILLIAM SPOONER

Somewhere about the year 1835 this publisher seems to have replaced the earlier engraved games with his lithographs, most of which are by L'Enfant: the figures are strongly reminiscent of Cruikshank though none carry his signature. (Born 1792, died 1878.) He first published from 259 Regent Street (1836), from 377 Strand (1842-4) and from 379 Strand (1847-54).

In 1813, John Wallis issued a catalogue of his *Amusing Publications for the Improvement of Youth* sold at his "Dissected Map Manufactory and Instructive Repository", No 42 Skinner Street, Snow Hill, London.

Pages 1 to 4 enumerate his games, all of which must be prior to 1813:

	£	s.	d.
1 <i>A Geographical Pastime</i> , exhibiting a Voyage round the World, with Totum, Pillars and Counters for playing	6	0	
2 <i>The Tour of Europe</i> , with ditto	6	0	
3 <i>The Tour of Asia</i> , with ditto	6	0	
4 <i>The Tour of England</i> , with ditto	6	0	
5 <i>The Tour of Scotland</i> , with ditto	6	0	
6 <i>The Tour of The County of Somerset</i> , ditto	6	0	
7 <i>The Royal Genealogical Pastime of the Sovereigns of England</i> , from the dissolution of the Saxon Heptarchy to the reign of King George the Third, with Apparatus for playing	6	0	
8 <i>The Historical Pastime</i> , exhibiting by 158 Devices the portraits of the Kings, and principal events of the English History, from the Norman Conquest to the reign of his present Majesty, with Box, etc. for playing	7	6	
9 <i>The pleasures of Astronomy, or Science in Sport</i> , revised and approved by Mrs. BRYAN of Blackheath, complete	7	6	
10 <i>The Pleasures of Natural Philosophy</i> on the same approved Plan, complete	7	6	
11 <i>The Game of Human Life</i> , a Moral and Amusing Recreation, with counters, etc.	6	0	
12 <i>An Arithmetical Pastime</i> , by which a knowledge of the first four rudiments of Arithmetic may be easily acquired, complete	6	0	
13 <i>The Reward of Merit</i> , A Moral and Entertaining Game, with Totum, Counters, etc., plain 6s., coloured	7	6	
14 <i>The Jubilee</i> , an interesting Game, exhibiting all the remarkable Events from the accession of his present			



	£	s.	d.
Majesty to October 25, 1809, with counters for playing	9	0	
15 <i>Geographical Recreation, or a Voyage round the Habitable World</i> , exhibiting the Manners, Customs and Dresses of Europe, Asia, Africa and America, a New Game with Counters for playing	9	0	
16 <i>The Panorama of London, or a Day's Journey round the Metropolis</i> , an amusing game, with counters for playing	9	0	
17 <i>The Mirror of Truth</i> , a New, Moral and Biographical Game, exhibiting a variety of interesting Anecdotes and Essays for the instruction of Youth of both sexes, coloured	9	0	
18 <i>The Fashionable Game of the Jew</i> , for a large or small party. Price in sheets 3s., or in a case	5	0	
19 <i>The Combat with the Giant</i> , complete	4	6	
20 <i>The Magic Ring</i> , ditto	6	0	
21 <i>The Labyrinth, or a Journey through Life</i> , a new amusement, 1s. on a sheet or on pasteboard	2	6	
22 <i>Pastora, or the Shepherdess of the Pyrenees</i>	1	6	
23 <i>The Bulwark of Britannia</i> , a nautical game	3	6	
24 <i>LE PETIT EUCLID, or the Terms of the Science of Geometry</i>	1	6	
25 The entertaining <i>Game of Mother Goose</i> , in which all the principal Scenes of that celebrated Pantomime are delineated, as exhibited at The Theatre Royal, Covent Garden; complete in a case	6	0	
26 <i>The Game of Emulation</i> , in a case	7	6	
27 <i>Tour d'Europe, nouveau Jeu Geographique</i>	6	0	
28 <i>The Road to the Temple of Honour and Fame</i> , a new and entertaining game, coloured	8	0	

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Readers are then referred to the Appendix, page 21, where the following games are listed:

	£	s.	d.
334 A new <i>Musical Pastime</i> , calculated to instruct young children in the rudiments of that elegant Science, accompanied by a pack of cards		6	0
335 A new game of <i>Natural History</i> , exhibiting specimens and describing the nature, etc. of 45 different Birds and Beasts; coloured in a case		6	0
336 A <i>Tour through the United Kingdom of England, Scotland and Ireland</i> ; by means of which young persons may become acquainted with the Manufactures, remarkable Places, Situations, etc. of all the principal Cities, Towns, Rivers, etc. of Great Britain. In a case		7	6
337 <i>Historical Pope Joan</i> : by playing which, young Persons may insensibly acquire a thorough knowledge of the outlines of the History of England.		5	0

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Speedily will be published:

A new Game of *Universal History and Chronology* exhibiting the most memorable Events from the CREATION of the World to the present time: accompanied by the History of the Several Nations.

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The 24 pages of the catalogue list 346 items; many dissected puzzles are offered, ranging in price from 1s. 6d. to a guinea: while the last 2 pages give a good idea of the wide range of maps, atlases, books, stationery, etc., held in stock by John Wallis.

A catalogue issued in December, 1811 by John Harris states:

Christmas Presents and New Year's Gifts. HARRIS (late Newbery's), the corner of St. Paul's Church Yard, begs leave to announce to the Nobility, Gentry, and Public in general, that he has recently printed the following little Books, for the Instruction and Amuse-

ment of Youth; and that he has always on sale a general assortment of the publications written by Mrs. Trimmer, Mrs. Lovechild, the Abbé Gaultier and other esteemed authors; of which a Catalogue (consisting of many hundred articles) will be delivered gratis.

Then follows a short list of books and:

The following instructive Games are also ready for inspection, and well calculated for presents at Christmas, or for New Year's Gifts.

- 1 *A Road to the Temple of Honour and Fame*—shewing that the most exalted situations in life may be gained by good conduct and attention to Learning. Elegantly engraved on copper-plate, and coloured; with book of directions, teetotum, and counters. Price 8s. in a case.
- 2 *The Mirror of Truth*—exhibiting a great variety of Biographical Anecdotes and Moral Essays, calculated to inspire a love of virtue and abhorrence of vice. Elegantly engraved on copper-plate, with book of directions, teetotum, and counters. Price 7s. 6d. in a case.
- 3 *The Panorama of London*, a new Game. Price 9s. in a case.
- 4 *Geographical Recreation, or a Voyage round the habitable Globe*. Price 9s. in a case.
- 5 *Historical Pastime*, or a new Game of the History of England from the Conquest to the Accession of George III. Price 7s. 6d. in a case.
- 6 *The Jubilee*, a new Game, exhibiting the remarkable events from the accession of his present Majesty to the Jubilee Day. Price 9s. in a case.
- 7 *The New Game of Emulation*. Price 7s. 6d. in a case.
- 8 *The Reward for Merit*, a new moral and entertaining Game. Price 6s. in a case.
- 9 *Punchinellography of England*, being a map of that Country, shewing its counties as ludicrous portraits. Price 10s. 6d. in a case.
- 10 *Game of the British Kings*—shewing the names, order of succession, dates, and length of reigns of the Kings of England from

Egbert. Price 7s. 6d. in a case (NOTE: This is almost certainly Newbery's *Royal Genealogical Pastime of the Sovereigns of England*.)

- 11 *History made Easy*, or a Genealogical Chart of the Kings of England, with a Chronology, in short and familiar Verse. Price 4s. in a case.

12 *The Magic Ring*, a new Game. Price 6s. in a case.

13 *The Game of Human Life*. Price 6s. in a case.

14 *The Combat with the Giant*. Price 4s. 6d. in a case.

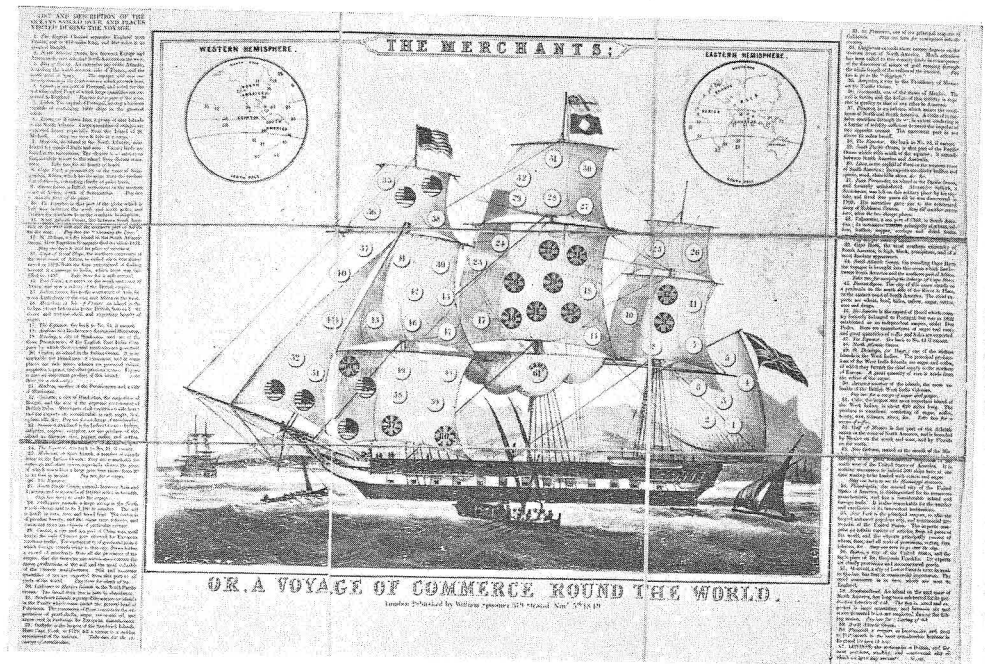
Another catalogue of: John Harris, at The Original Juvenile Library, Corner of St. Paul's Church Yard. M.DCCC.xxxiv, containing particulars of between two and three hundred books, gives at the end:

*Harris's Instructive Cards and Games.*

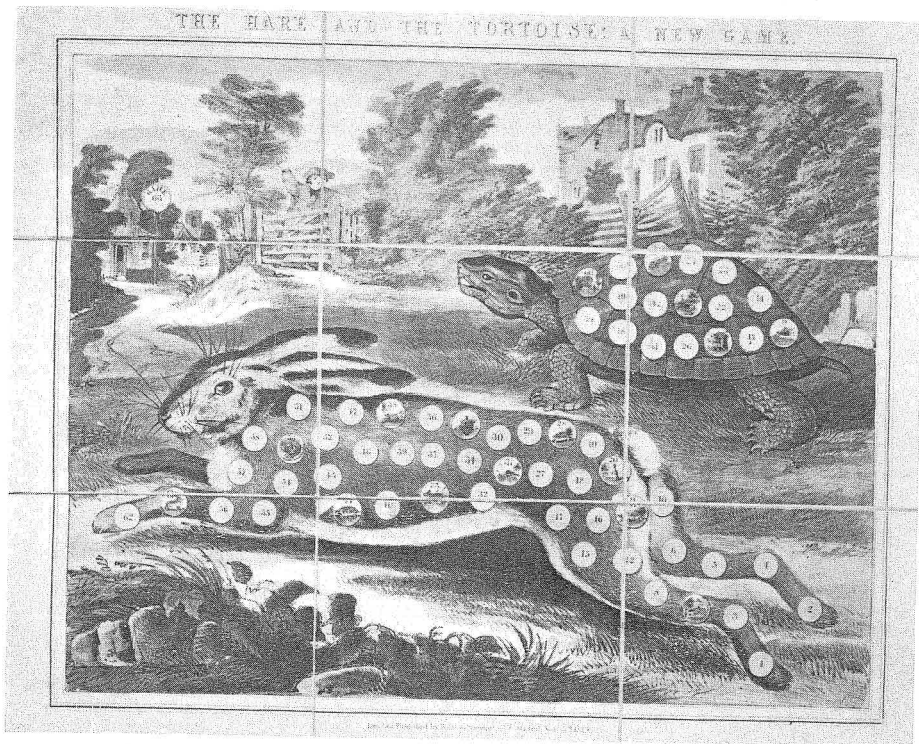
- 1 *The Sun of Brunswick*; exhibiting the principal Events during the Reign of George the Third, with Tetotum, etc. 9s. (NOTE: Probably *Historical Pastime to Geo. III.*)
- 2 *The Panorama of London*; a New Game with Tetotum and Counters. 9s.
- 3 *Historical Pastime*; a New Game of the History of England: with Tetotum, etc. 6s.
- 4 *The Game of Emulation*, etc. 7s. 6d.
- 5 *The Game of Human Life*, etc. 6s.
- 6 *The Road to the Temple of Honour and Fame*, etc. 6s.
- 7 *The Swan of Apollo*. A New Game. 7s. 6d.
- 8 A new and interesting Method of Instructing Youth in the first four Rules of Arithmetic; on cards, 2s. 6d.
- 9 *A Lilliputian History of England*; in easy Verse; on cards, 2s. 6d.
- 10 *Middleton's New Geographical Game of a Tour through England and Wales*; with Tetotum, Pillars and Counters, 5s.







35. Game of Amusement (referred to on page 66)



36. Game of Amusement (referred to on page 66)