

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.

