



PART ONE  
6 APRIL-  
30 SEPT 2012

CENTRE FOR CONTEMPORARY ART AND THE NATURAL WORLD  
2012-13 Programme: Games People Play

PART TWO  
6 OCT 2012-  
24 FEB 2013

Centre for Contemporary Art  
and the Natural World

Admission free  
Open Tuesdays-Sundays  
and Bank Holidays, 10am-5pm  
Closed on Mondays

CCANW is an innovative educational charity focused on education through the Arts. The artist and educational programme offer rich, challenging and relevant projects for children, young people and adults. Our education work includes a range of events, our Learning Studio, a range of  
workshops and a range of art and design activities.

We are grateful to the Royal Household for their support of CCANW. We also thank the Friends of CCANW who help to deliver the programme. Volunteers and donors are also vital to the success of the centre.

For more information please contact:

David Nash  
Many thanks!



Kingston-upon-Hull  
This money was used  
to buy the weights used  
and bring them from overseas  
over 100 years ago.

© Hull Museums Trust

#### Choosing the Queen

Board games 1700–1919



Queen's choice  
of a pawn  
as a  
king  
in  
the  
game  
of  
chess  
was  
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uncommon.

It  
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## Chasing the Goose Board games 1780-1918

The Game of Goose, devised in Italy in the 16th Century but based on much earlier games from the Middle and Far East, is generally regarded as the prototype of the modern race game. The goose was a symbol of good luck and if you landed on one you could advance.



Early educational board games, developed in the United Kingdom in the late 18th Century and first half of the 19th, taught morals and behaviour yet, curiously, did so through gambling and chance. Many of the first publishers of these games were cartographers; these were followed by history-based games and those that taught everything from morals and arithmetic to astronomy.

In the teaching of moral conduct, one approach was to show the temptations one might meet in life; another stressed the rewards and penalties for good and bad behaviour.

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**Talk: Old Games from Ur and after**

**Saturday 30 June, 7.30-8.30pm**

Admission £5 (Booking essential).

Light refreshments

Dr. Irving Finkel from the Middle East Department of the British Museum gives an illustrated talk on the history of board games.

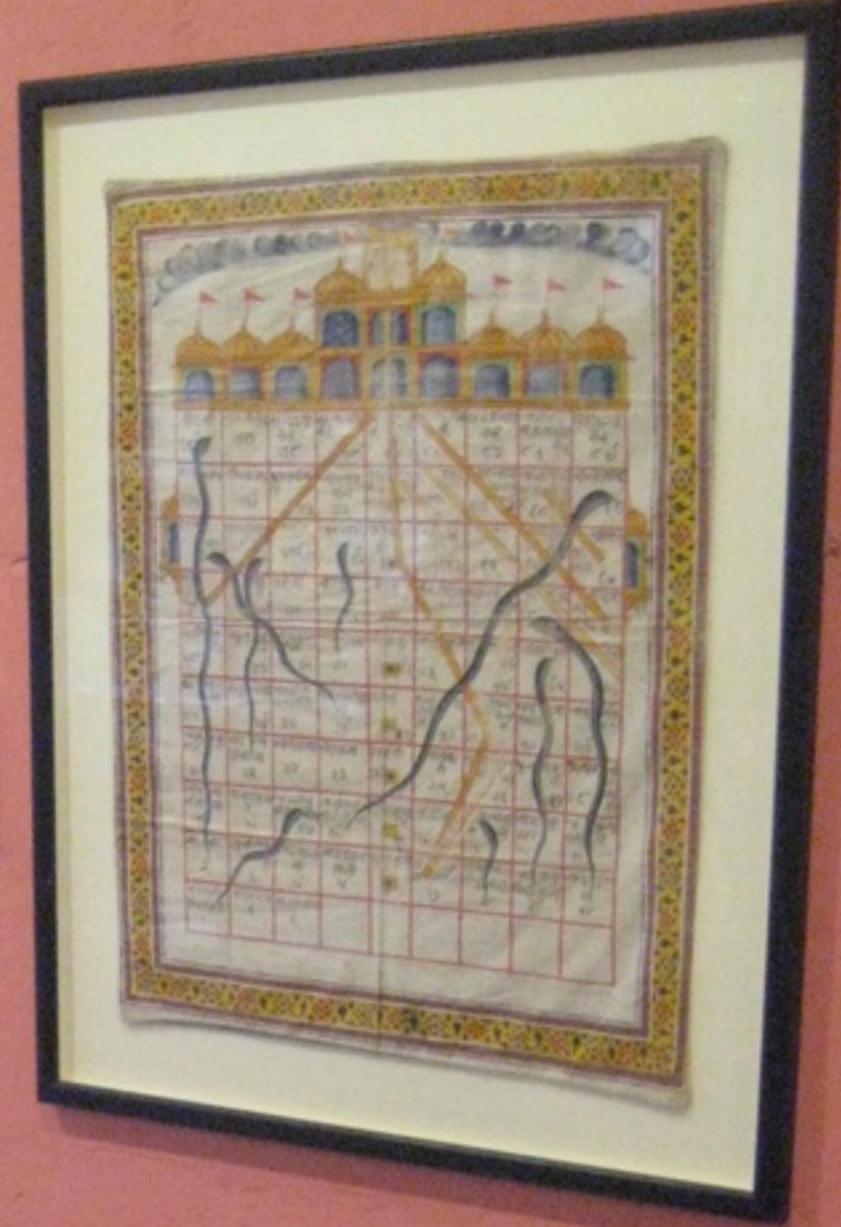
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*...why wouldn't it be pressing if all  
the money was real?  
That is the single most predictable  
and boring thing that anyone could  
ever say when playing Monopoly.  
—Bret Easton Ellis, *The Virgin Suicides**





*It is impossible to win gracefully at chess.  
No man has yet said 'Mate' in a voice which  
is both beautiful and malicious.* E. E. Milner

*My world is now nothing but  
nothing but me!*  
—She's the only person I care  
about more than the organization  
and my job at the University.

*Turkey the Great  
Turkish 15th-16th*



*Marshall's Chess  
London 1881*





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comes the subject of the  
exhibition

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It is impossible to win peacefully at chess.  
No man has yet won 'Whist' in a race which  
failed to award to his opponent better,  
handsome and malicious. —A. S. H.

The earliest chessmen were  
children. If chessmen belonged to a  
child, then the ownership of chess  
belonged to the child. This was a  
very important concept of ownership.

Games We Play

CHINESE  
PAPER  
SPOTS





heritage  
lottery fund

LOTTERY FUNDED

## Games People Play

Part One  
6 April-30 September

Games hold a mirror to civilization; they build bonds, trust and strengthen social relationships.

For the first time ever, the National Museum of Play is presenting a major exhibition on the theme of games. Through a series of exhibitions and events, they will explore the power of games to bring people together and to change the world.

Find out more about the exhibition and our programme of events at [www.nationalmuseumofplay.org.uk](http://www.nationalmuseumofplay.org.uk)

or call 01207 207076





### Games We Play



	A	B	C	D	E	F	G	H
8								
7								
6								
5								
4								
3								
2								
1								



## Games We Play



8

A B C D E F G H

7

6

5

4

3

2

1

0

POSTMINTING

POSTMINTING is a traditional Cornish game that originated in the 18th century. It is played on a board with a grid of squares. The objective is to move your pieces around the board and capture your opponent's pieces. The game is often played on a beach or in a park.

LESCARL

LESCARL is a traditional Cornish game that originated in the 18th century. It is played on a board with a grid of squares. The objective is to move your pieces around the board and capture your opponent's pieces. The game is often played on a beach or in a park.

DARTS

DARTS is a traditional Cornish game that originated in the 18th century. It is played on a board with a grid of squares. The objective is to move your pieces around the board and capture your opponent's pieces. The game is often played on a beach or in a park.

POST HALLOWEEN FESTIVAL

POST HALLOWEEN FESTIVAL is a traditional Cornish game that originated in the 18th century. It is played on a board with a grid of squares. The objective is to move your pieces around the board and capture your opponent's pieces. The game is often played on a beach or in a park.

POST RACING

POST RACING is a traditional Cornish game that originated in the 18th century. It is played on a board with a grid of squares. The objective is to move your pieces around the board and capture your opponent's pieces. The game is often played on a beach or in a park.

POST SWILLING

POST SWILLING is a traditional Cornish game that originated in the 18th century. It is played on a board with a grid of squares. The objective is to move your pieces around the board and capture your opponent's pieces. The game is often played on a beach or in a park.

SWILLING

SWILLING is a traditional Cornish game that originated in the 18th century. It is played on a board with a grid of squares. The objective is to move your pieces around the board and capture your opponent's pieces. The game is often played on a beach or in a park.

YOUR GAME HERE

The exhibition features a large wall display divided into a grid of 8 columns and 9 rows. The columns are labeled A through H at the top, and the rows are labeled 0 through 8 on the left. Each cell contains a small image and a brief description of a traditional Cornish game. In the bottom right corner of the grid, there is a white rectangular area labeled "YOUR GAME HERE". Five children are standing in front of the display, looking at the information cards. One child in a red jacket is wearing headphones and listening to a audio recording.

There are several pubs in Wiltshire where you can fire a small bore rifle in the pub without being arrested. They use real .22 calibre cartridge rounds and are legally allowed to fire at indoor targets under the Firearms legislation which covers similar shooting at fairs.

The Devizes and District miniature rifle league has been going for over 100 years. It was founded in 1906 by Staff Sergeant Gregg to improve the marksmanship of the Wiltshire Regiment that was then based in the town.

The current league has 8 teams and there are 6 premises in and around Devizes with indoor rifle ranges. One at the Lamb Inn has a 25 ft long straight metal tube with a hole at one end to fire the rifle down. The tube runs through the walls and goes to lets with a heavy steel plate at the end to stop the bullets going any further!



Photos: Played at the Pub by Arthur Taylor  
Indoor rifle range, The Lamb Inn, Devizes

known as shoffle-grofe [shove groat], with a great being a four pence piece, British currency up until 1856. Five coins are placed one-by-one at one end of the board and shoved up the board with the pad of the hand so as to fall between the horizontal lines.

**Euchre** Still very popular in Devon, Euchre is a trick-taking card game for four players in pairs with partners sitting opposite each other. Only twenty-four cards are dealt, using the Ace down to the Nine of each suit. The object is to win at least three of the five tricks - with an extra bonus for winning all five.

**Dominos** The name 'domino' comes from the resemblance to Venetian Carnival masks known as domini, which were white with black spots. In turn, these masks were named because they resembled French priests' winter hoods, being black on the outside and white on the inside.



Pub dominos, 1935

## SCRABBLE

During the Great Depression, an out-of-work architect named Alfred Mosher Butts decided to invent a board game. His market research concluded that games fall into three categories: number games, such as dice and bingo; move games, such as chess and checkers; and word games, such as anagrams. Butts wanted to create a game that combined the vocabulary skills of crossword puzzles and anagrams. The game was originally named Lexico, but he eventually decided to call the game 'Cross-Cross Words'.

He studied the front page of The New York Times to calculate how often each of the 26 letters of the English language was used. He assigned different point values to each letter and decided how many of each letter would be included in the game. Butts' first attempts to sell his game to established game manufacturers were failures. He and his partner, game-loving entrepreneur James Brunot, refined the rules and design of the game, and renamed it SCRABBLE. It was trademarked in 1948.



Westward Ho! 26-28 May 2012

## POT WALLOPING FESTIVAL

Potwalloping at Westward Ho! dates back to the 1800s, where local people ventured down to the beach to throw back pebbles that had fallen from the ridge during the winter storms. This is still performed today, but has developed into a larger event with displays, local crafts, stalls and entertainment.

This old custom involves residents of the borough of Northam, who in order to protect their grazing rights, would throw pebbles which had been washed down, back up onto the pebble ridge by the sea. The pebble ridge is an almost unique geological structure, there being only one other like it in the world. In days of old, those who possessed two hours in their house were considered relatively wealthy and entitled to grazing rights on the Burrows. In return, they had to help restore the pebble bank after the spring tides. This restoration work became known as 'potwalloping'.



Image courtesy of Nick Smith, the Worm Master  
Blackawton Annual International Festival 5 May 2012  
[www.wormcharming.co.uk](http://www.wormcharming.co.uk)

## WORM CHARMING

The Blackawton Annual International Festival was started in 1984 when two locals decided to try 'worm charming' as a means of banishing the winter blues.

Favourite tools used to bring the beasts to the surface include questionable combinations of water, beer, gravy and sugar which contestants are required to first sample in order to prove harmless to the worms.

Each team comprises of a Chamerer, a Pickener and a Counterer. Once all teams have found their one metre square plot, everyone begins a five minute 'Worming Up' - doing whatever is needed to get the worms out of the ground without digging or forking. Teams then try to charm as many worms out of the ground in the 15 minutes allocated. Any team or competitor caught cheating is duly punished by a spell in the village stocks.



In 2012, this event will take place on 5 May.  
[www.event-of-the-month.org.uk](http://www.event-of-the-month.org.uk)

## DARTS

Britain's most popular pub game has its origins stretching back to medieval times. The standard numbering plan with a 20 on top was created in 1896.

The designer of the modern metal darts was a London-based Hungarian refugee, Frank Lowy who, on visiting a pub near Exmouth, enquired of his host 'What are those people doing throwing things at the wall?'

On his return to London and, intrigued by his visit to the cider drinking Devonians, Lowy designed a metal dart calling it the 'Silver Comet'. This would replace the darts which were traditionally made by the French and had wooden shafts with turkey feather flights.

Lowy patented his first design in 1937 and formed Unicorn Darts which is still trading today and recognised as the world's foremost dart engineers.



[www.houseofdarts.com](http://www.houseofdarts.com)



## PRAM RACING

Pram racing takes place all over the country. Many are themed events and prams are decorated or modified appropriately. Participants normally take part in fancy dress which adds to the fun and frivolity of the occasion.

In Dawlish, entrants must be over 18 years of age, as the team have to visit every pub en-route with one of the team having to drink a half pint of ale, upon which they are given a token. The winner of the race is the team with the quickest time and who have collected the most tokens.

Check the local paper or internet for pram races in other Devon villages.



The Queen Mother throwing one of the first 'Silver Comet' darts, 1937



Photo: Steve Clark  
The Dawlish Carnival pram race between 11 and 18 August 2012.  
<http://www.dawlishcarnival.com>

The Sticklepath, South Zeal and South Tawton pram race, 7 October 2012.

## ORANGE ROLLING

The Totnes Elizabethan Society organise the Orange Races to commemorate Sir Francis Drake, the famous naval commander. The tradition reputedly dates back to the day when Drake bumped into a delivery boy, causing him to spill his fruit basket and the contents then went rolling down the hill. The two then gave chase to the fast-moving fruit.

Entrants can be as young as 4 (a shorter, more level course is provided) and there are also races for the over-60s. Competitors must kick or throw the fruit along the 450-metre course from the Market Square but not to pick up and carry it.

At least part of the orange must be intact by the finish and there may be disputes over whether it is whole. Prizes are an angelic age group with trophies for the winners and runners-up.



Cheese Rolling at Cooper's Hill, Gloucestershire, UK. See video on Bbc.co.uk



