

Games People Play

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 Cultural Olympiad, CCANW is exploring – through a range of exhibitions and activities that are participatory and fun – what games can tell us about ‘human nature’; and how a deeper understanding of the advantages of cooperation can help us all to address the needs of the planet.

Indoors, the exhibitions are presented in two parts. The first shows a selection of remarkable early board games – some of which may be played – which were intended as guides to moral improvement or general knowledge, war games devised by Guy Debord and H. G. Wells, and documentation of unusual local games, past and present.

The second part (6 October–24 February 2013) will focus on photography and video by contemporary artists which use sporting imagery to make some wider comment on life today, and on the new generation of video games designed to address social and environmental challenges.



FIG. 153



Above, left: Shin-kicking was a particularly vicious practice within Devon wrestling from the early 1800s

Left: From the *Listen* series, 2011. Photograph by Newsha Tavakolian, in the second part of *Games People Play*



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CCANW

Haldon Forest Park
Exeter EX6 7XR

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Games for Sale and to Play

We offer a selection of pocket-money priced games as well as a range of unusual traditional games that are hard to find, handmade and from quality materials. Other board games for sale include 'Go Green – the Good Life' game, 'Pottie Ponies' invented by sisters Megan and Alice Bailey, then 7 and 9 from Cullompton, Devon (see below) and vintage Monopoly sets.



In addition to the board games which can be played in the exhibition, you can also borrow games to play in the games area or outside. A security deposit is required.

All larger games in the play area are for sale but need to be specially ordered.

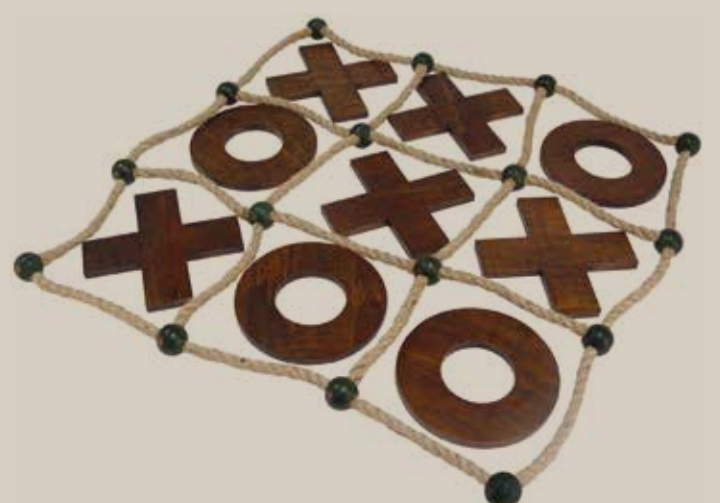
Games available to play in this area:

- Shove Ha' penny
- Shuffle Puck
- Sjoelbak (Dutch shuffleboard)
- Indoor skittle alley



Games available to play outside:

- Large skipping ropes
- Giant Snakes and Ladders game
- Giant pick-up sticks
- Giant noughts and crosses



Games for Sale

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.



The oldest surviving English Goose Game, John Overton, c. 1660, The Morgan Library, New York, detail

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 and so developed the race game into a way of teaching geography; 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.

CCANW is extremely grateful to the private collectors and public collections that have lent to this display.

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.

Chasing the Goose

Games We Play

On this wall CCANW invited local historian Iain Fraser to present a selection of games which are particular to Devon and some of its surrounding counties. During the course of the exhibition, we will be adding new games that we become aware of or which are being invented. We are grateful to Jane Rae and Jill Adams for their help with the research and now welcome your own suggestions!

Everyone's a Winner! New local village games

During late **June and July**, The Games Investigation Board – aka The Moveable Feast Workshop Co – are working with villages local to Haldon to discover local games – distinctive games played in the village, the forest or within families and inventing new cooperative games for the 21st Century. Participating villages: Chudleigh, Doddiscombsleigh, Hennock, Ide and Kenn.



Imagidipity event, August 2011 with The Moveable Feast Workshop Company
PHOTO: KATE GREEN

Following the investigations, 'Games Representatives' from the villages will host a Grand Game Emporium in **August** to share their games with visitors to Haldon over several days during the London 2012 Olympics. For dates and times in **August** of the Grand Game Emporium, please see our website, Facebook page or follow us on twitter @ccanw.