

Collecting, Preserving, and Exhibiting the History of Tabletop Games at The Strong



the**strong**
NATIONAL MUSEUM OF **PLAY**

The Strong National Museum of Play cares for the most comprehensive collection of playthings and historical materials related to play in the world.

The collection includes more than **23,000** board games, role-playing games, card games, and other tabletop games



Highlights from the Tabletop Games Collection

THE MANSION OF HAPPINESS.
AN INSTRUCTIVE, MORAL AND ENTERTAINING AMUSEMENT.



- The Mansion of Happiness (1843)
 - On exhibit in *Game Time!*

THE JOLLY GAME OF "GOOSE".

RULES.

1. The Game is played with a **TOTEM**. Any number of persons may play.
2. Each person must be provided with a **GOOSE** and 15 others for **EGGS**.
3. Whatever number turns up on the Totem, the player places his **EGGS** upon the corresponding number on the Game and when he turns the Totem again, he adds the number last turned up to the one on which he stood before and places his **GOOSE** accordingly.
4. Each Player puts 6 buttons or fish in the pool.
5. Whoever turns up 9 or 9 goes one into the pool, for 200 over the **EGGS**, & goes on to 400.
6. Whoever comes to a **CRACK** must always count down the number turned up.
7. He that comes to the **ALPHONSE** pays one for a drink.
8. Whoever tumbles in **WATER** stays there three turns, unless some one else meets with the same misfortune, when the first comer goes to the place left by the last.
9. Whoever gets into the **WATER** forfeits one and goes back to 1 or 20.
10. Whoever gets into **CRACKS**, he pays one and remains there until someone comes to him out of the Game again.
11. He that comes to 35 **EGGS** pays one and begins the Game again.
12. If 2 players arrive at the same number, they each pay one, and the first comer goes back to the place left by the last.
13. Whoever has 60 more than the exact number returns to 20, if not occupied, but if any one happens to be there he must go to **CRACK** and remain while each plays twice.
14. Whoever arrives first at the exact number 60 wins **GAME & POOL**.

- The Jolly Game of Goose (1851)
- On exhibit in *Game Time!*

THE CHECKERED GAME OF LIFE.

14. Water St.
44 South Bury



Naon Tetolom. Description of Moves.
Number 1 One Square up or down.
2 right or left.
3 Diagonally in either Direction.
4 One or two Squares up or down.
5 right or left.
6 Diagonally.

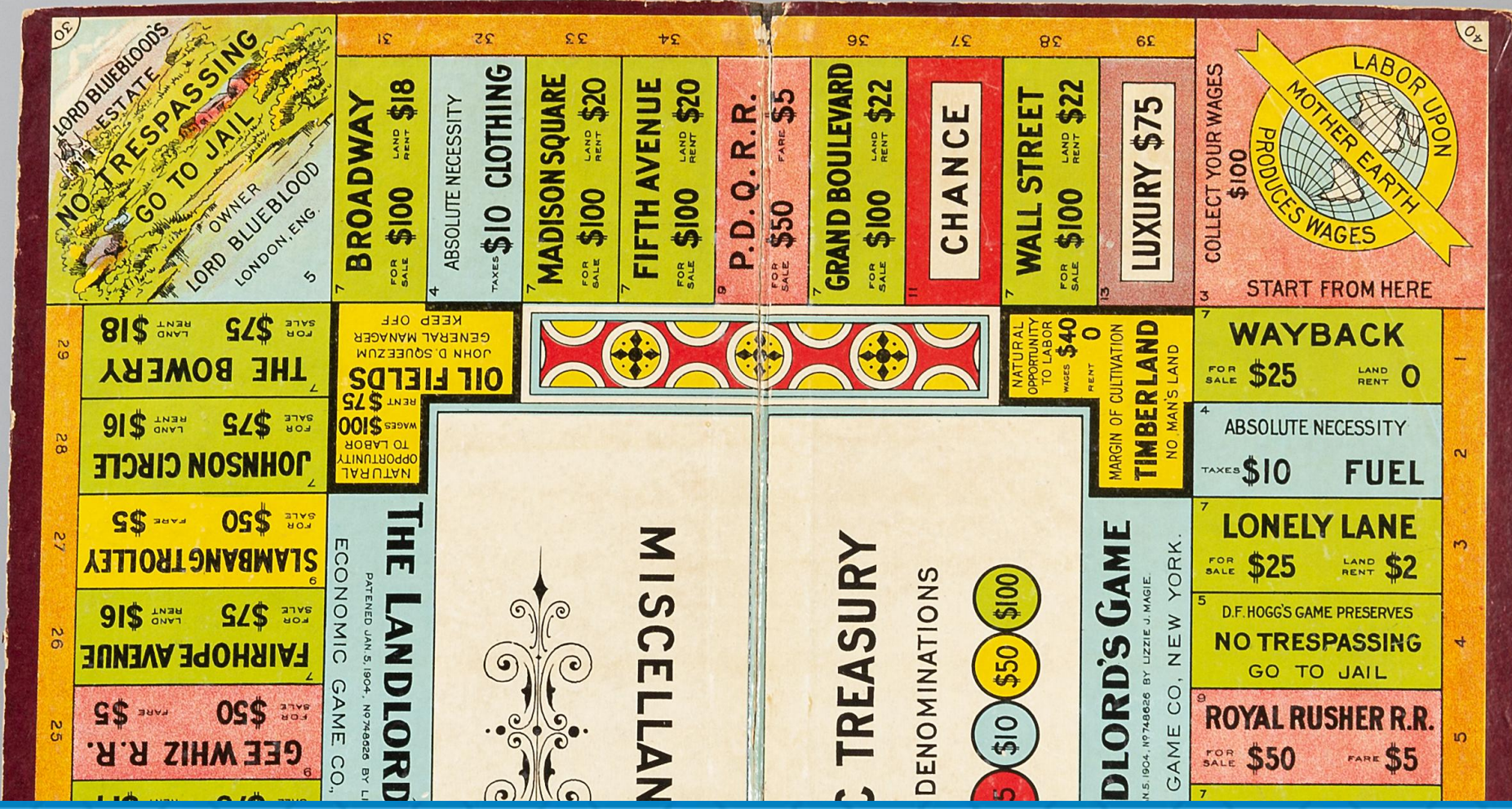
| | | | |
|--|--|--|--|
| WEALTH. 10 WEALTH. | MATRIMONY. MATRIMONY. | GAMBLING. TO RUIN. GAMBLING. TO RUIN. | HAPPY OLD AGE. 50 HAPPY OLD AGE. |
| PERSEVERANCE. TO SUCCESS. PERSEVERANCE. TO SUCCESS. | TRUTH. TRUTH. | POLITICS. TO CONGRESS. POLITICS. TO CONGRESS. | INTEMPERANCE. TO POVERTY. INTEMPERANCE. TO POVERTY. |
| CRIME. TO PRISON. CRIME. TO PRISON. | HAPPINESS. 5 HAPPINESS. | IDLENESS. TO DISGRACE. IDLENESS. TO DISGRACE. | SUCCESS. 5 SUCCESS. |
| CONGRESS. 5 CONGRESS. | HONOR. 5 HONOR. | CUPID. TO MATRIMONY. CUPID. TO MATRIMONY. | GOVERNMENT CONTRACT. TO WEALTH. GOVERNMENT CONTRACT. TO WEALTH. |
| HONESTY. TO HAPPINESS. HONESTY. TO HAPPINESS. | INDUSTRY. TO WEALTH. INDUSTRY. TO WEALTH. | BRAVERY. TO HONOR. BRAVERY. TO HONOR. | RUIN. RUIN. |
| POVERTY. POVERTY. | AMBITION. TO FAME. AMBITION. TO FAME. | COLLEGE. 5 COLLEGE. | SUICIDE. SUICIDE. |
| SCHOOL. SCHOOL. | INFLUENCE. INFLUENCE. | FAME. FAME. | FAT OFFICE. 5 FAT OFFICE. |



Naon Tetolom. Description of Moves.
Number 1 One Square up or down.
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- The Checkered Game of Life (1863)
- 1866 version on exhibit in *Game Time!*

• The Landlord's Game (1906)



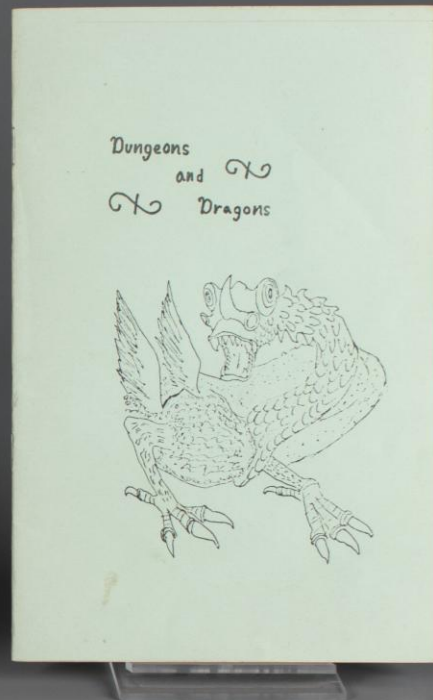
| Die | LYCANTHROPES | SWIMMER TYPES | DRAGON TYPES |
|-----|--------------|---------------|--------------------|
| 1 | Werewolves | Giant Crabs | Black Dragons |
| 2 | Wereboars | Nixies | White Dragons |
| 3 | Werewigs | Giant Octopi | Green Dragons |
| 4 | Werebears | Giant Squid | Blue Dragons |
| 5 | --- | Sea Monster | Red Dragons |
| 6 | | Giant Snakes | Gold Dragons |
| 7 | | Crocodiles | Cockatrices |
| 8 | | Giant Leeches | Basilisks |
| 9 | | Mermaids | Wyverns |
| 10 | | Nixies | Babogs |
| 11 | | Giant Fish | Chimeras |
| 12 | | Dragon Turtle | Hydra (7-12 heads) |

| Die | Basic Animals | Optional Woods | Optional Swamps | Optional Arid Plains | Optional Mountains |
|-----|---------------|----------------|-----------------|----------------------|--------------------|
| 1 | Spiders | Centaurs | Tyr, Rex | Apts | Cave Bears |
| 2 | Centipedes | Unicorns | Pter'dyle | Bantha | Dire Wolves |
| 3 | Lizards | Minotaurs | Triceratops | Thocht | Sabre T. Tigs. |
| 4 | Toads | Gorgons | Born's | Calots | Mastodons |
| 5 | Ants | Pixies | Stegosaurus | White Apes | Sphd. Lions |
| 6 | Weasels | Manicorns | Tyr, Rex | Thocht | Woolly Rhinos |
| 7 | Apes | Dryads | Pter'dyle | Oruks | Titanosaurs |
| 8 | Beetles | Medusae | Triceratops | Shh | Cave Bears |
| 9 | Scorpions | --- | --- | Tharks | Mammoth |
| 10 | Lions | | | Darseen | Sabre T. Tigs. |
| 11 | Boars | | | Bantha | Dire Wolves |
| 12 | Snakes | | | Tharks | Sphd. Lions |

Notes:
There will be from 2-12 men with any Fighting-Man, Magic-User, or Cleric encountered in the wilderness. They will be from the 1st to 4th level of the appropriate class. In addition there will be other magical items they might have:

| Fighting-Man | Magic-User | Cleric | | | |
|--------------|------------|-----------|--------|--------|--------|
| ITEM | CHANCE | ITEM | CHANCE | ITEM | CHANCE |
| sword | 50% | wand | 60% | weapon | 40% |
| shield | 25% | ring | 30% | staff | 30% |
| armor | 25% | misc. mg. | 20% | shield | 20% |
| | | | | armor | 10% |

Animals will generally be of the giant variety, although the referee might prefer to have small spiders, for example, which attack the party when they are asleep.



- **Dungeons & Dragons (1974)**
 - First edition used by school librarian Bill Hoyt to teach sixth graders map reading, writing, problem-solving, and mythology



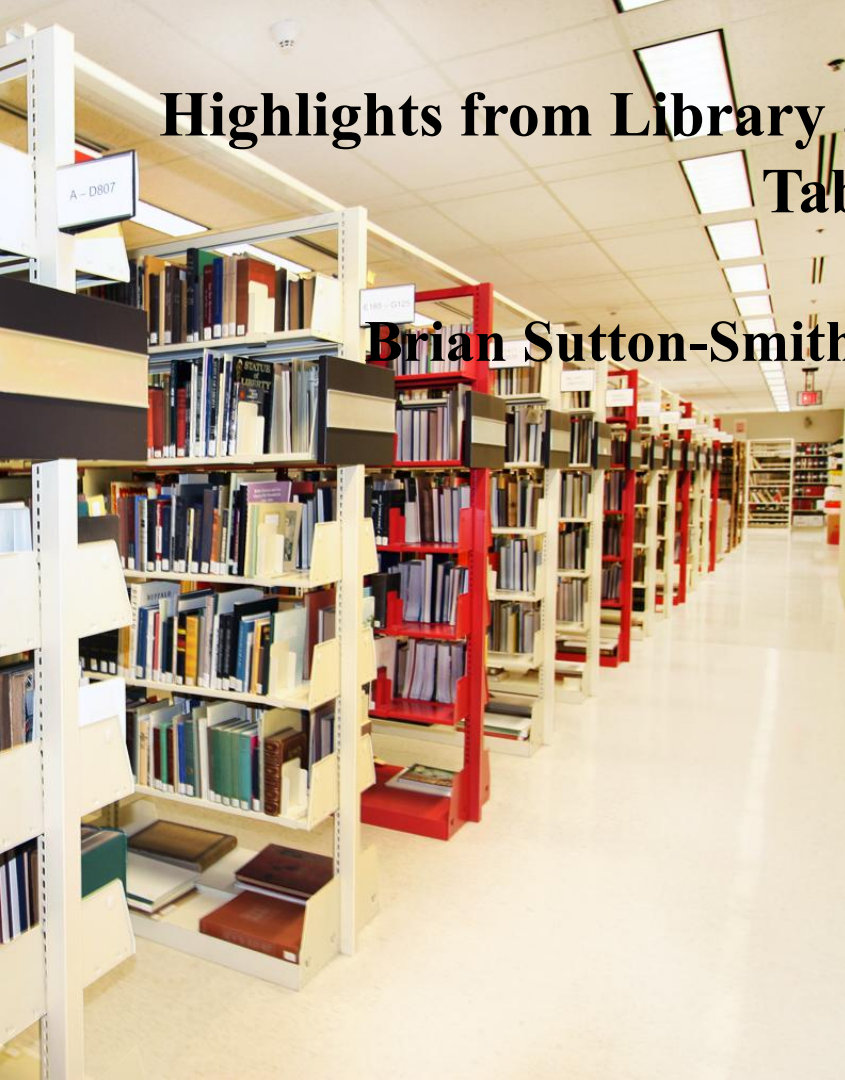
- **Charles Darrow's Prototype Monopoly (1933)**
 - On exhibit in *America at Play*

Other Highlights from the Tabletop Games Collection

- **Mayfair Games** cofounders **Darwin** and **Peter Bromley** game collection
- Twenty-four prototype games created by **Sid Sackson**
- Two copies of nearly every game made by **Rio Grande Games** donated by founder **Jay Tummelson**
- Donation from **Alan R. Moon** of every game he designed or collaborated on through 2022
- **Arnold** and **Georgeann Hendrick** game collection
- **Herb Levy** board game collection (**Gamers Alliance**)
- **Andrew Cosman** and **Mary Valentine** board game collection

Highlights from Library and Archival Collections Related to Tabletop Games

Brian Sutton-Smith Library and Archives of Play



• The Sid Sackson Collection

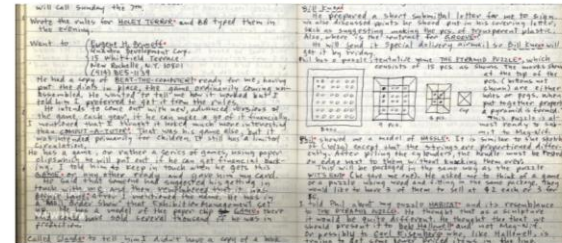
- Sackson's professional papers, including diaries, correspondence, photos, and other documentation
- Many of these items are available digitally through the Sid Sackson Portal on our website

THE SID SACKSON PORTAL | Browse the Collection Glossary Biography The Transcription Project

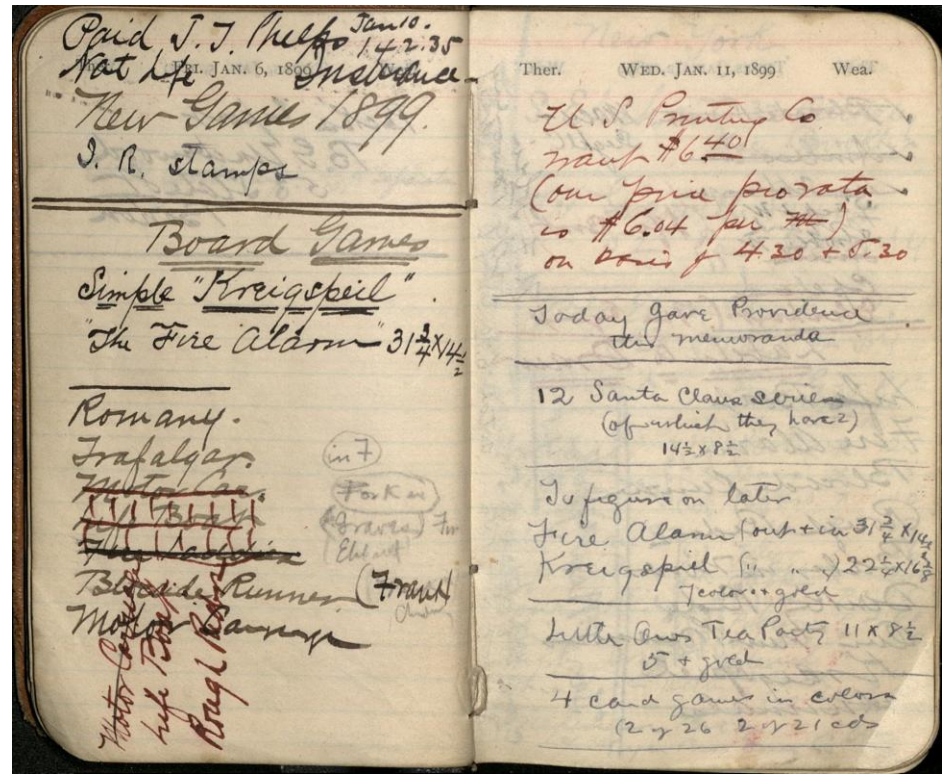
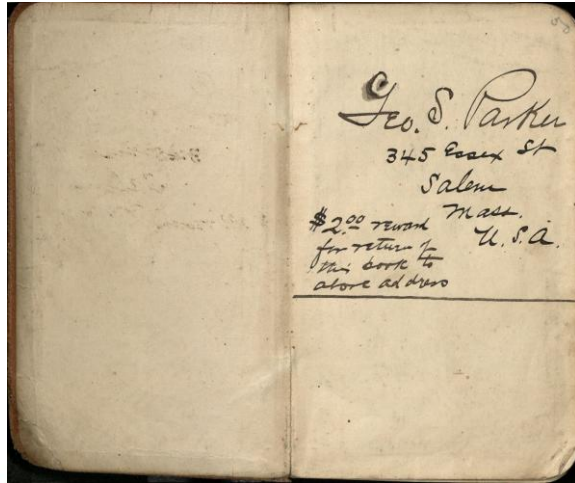


The Sid Sackson Portal.

Search the Sid Sackson Portal



- **The Parker Family Papers**
 - Diaries, notes, and letters written by the Parker family (notably Parker Brothers founder George S. Parker)



Other Highlights from the Library and Archives

- **Mayfair Games, Inc. Records**
- **Stonemaier Games Records**
- **Elizabeth Hargraves Papers**
- **LeRoy Howard Papers**
- **William Hoyt Dungeons & Dragons Collection**
- **Gen Con Oral History Collection**
- **Mahjong Oral History Collection**
- **Player Generated Map and Document Archive (PlaGMaDA) Papers**
- **Association for Games & Puzzles International Collection of Game Rules**
- **Periodicals & Newsletters (including *Dragon*, *Flying Buffalo Quarterly*, *The General*, *Playthings*, *Random Events*, *The Wargamer*, and *White Dwarf*)**
- **Trade catalogs**

Exhibits Highlights

- Tabletop games are on display in many of our exhibits.
- Here are a few highlights



- *Game Time!*
 - Permanent exhibit on the history of board games, card games, puzzles, and other analog games



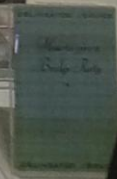
—1880s—



—1960s—



—1920s—



Simulation Games: Brains in Training

People have long played games that simulate war. In recent years, however, games that require a wide range of other abilities have become popular, including a command, managing a business, or even running a political office. Unlike other types of games, such as those of background, simulation games usually fall into a 1-1 category, where the player is directly involved in the game.

A Short Full of Games

Games that require a wide range of other abilities have become popular, including a command, managing a business, or even running a political office. Unlike other types of games, such as those of background, simulation games usually fall into a 1-1 category, where the player is directly involved in the game.

Games Can Make a Difference

On the surface, games that require a wide range of other abilities have become popular, including a command, managing a business, or even running a political office. Unlike other types of games, such as those of background, simulation games usually fall into a 1-1 category, where the player is directly involved in the game.



WORK
SEARCH

Card Games: A Pack of Fun

A deck of playing cards represents one of humankind's most versatile gaming devices. Easily portable and endlessly adaptable, playing cards originated in 9th-century China before gradually spreading through Europe. England adopted a French design in the 1500s and the first English colonists brought that version to America. Card games appeal to people of every age and they range from simple and speedy to complex competitions requiring strategic thinking.



Knitting Pay
In the early 19th century, some card games were played for money. In 1825, a man named John H. ...



With Some Games
In the early 19th century, some card games were played for money. In 1825, a man named John H. ...



According to Hoyle
According to Hoyle, the most popular card game in the world is ...



Old World, New World or Dirty?
The game of ...



Best Way to
The game of ...

A Winning Hand
The game of ...

LIMAN COLLECTION

The Liman Collection
of International
Playing Games

At the Liman Collection, you will find a wide variety of playing games from around the world. These games are not only fun to play, but they also provide a window into the culture and history of the people who created them. The collection includes a variety of board games, card games, and dice games, all of which are displayed in a way that is both informative and visually appealing.

The Magic of Play



The Magic of Play

The Magic of Play

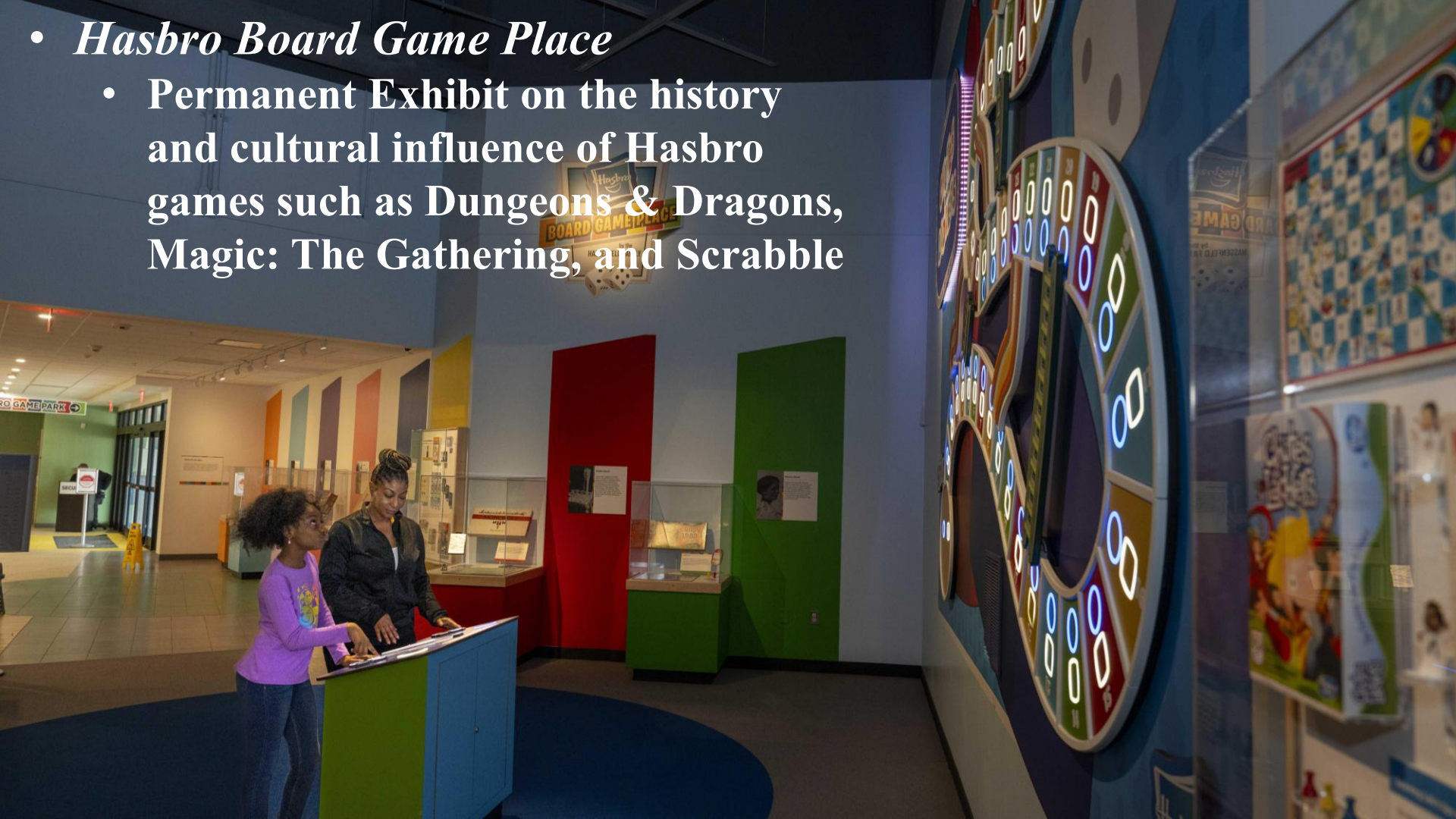


An Early Global Game Industry

Makers of early board games—like manufacturers of any product, at any time—wanted to maximize profits. So many of the earliest European games and puzzles in this collection had titles printed in multiple languages to appeal to varied buyers, whether they spoke German, French, or English.



- *Hasbro Board Game Place*
 - Permanent Exhibit on the history and cultural influence of Hasbro games such as Dungeons & Dragons, Magic: The Gathering, and Scrabble





- *Hasbro Game Park*
 - Permanent outdoor exhibit on the history and cultural impact of some of Hasbro's games







- *National Toy Halls of Fame*
 - Permanent exhibit that explores and celebrates the inductees into the National Toy Hall of Fame and Toy Industry Hall of Fame



The Creation Story

The people behind the toys in the National Toy Hall of Fame typically don't rival famous performers, authors, or songwriters as familiar names. But the inventors of these classic playthings have had immense impact on us as individuals and have shaped American popular culture. The six people highlighted here demonstrate the diverse forms of ingenuity that have resulted in some of the bestselling toys ever.

Lonnie Johnson

In the early 1950s, NASA engineer Lonnie Johnson created a hand pump for the Navy to test the flow of water across the moon, generating the water pressure. Johnson's invention inspired a high-pressure water gun, which Johnson sold to three companies: Johnson's Water Gun, Johnson's Water Gun, and Johnson's Water Gun.




Reyn Guyer

In 1955, Reyn Guyer designed a game for a child's birthday party. It was a simple game that could be played anywhere and anytime. The game was called "Twister" and it was a huge success.




Leslie Scott

Jenga's origins can be traced to the Scott family who played a similar game with topping wooden blocks in their attic in the 1930s. Englishwoman Leslie Scott expanded on wooden blocks from her childhood, gave her game a catchy name ("to build"), and form of playing, the Swedish verb "to build", and inspired both young and old to enjoy the towering, toppling results.



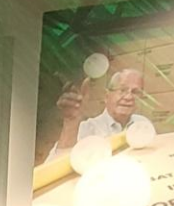
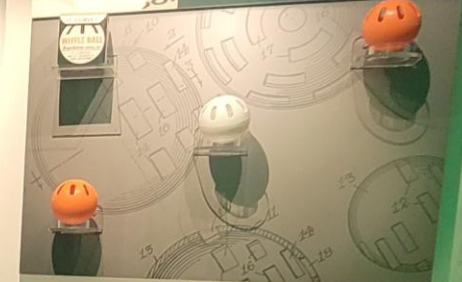

Jack Odell

Englishman Leslie Smith and Rodney Smith founded product in 1967 with partner Jack Odell. In 1967, Jack Odell gave his daughter a small metal car that he had made. He took it to school for show and tell. All the kids wanted one and Rodney's car went on to sell more than 70 million toy vehicles in 1969.



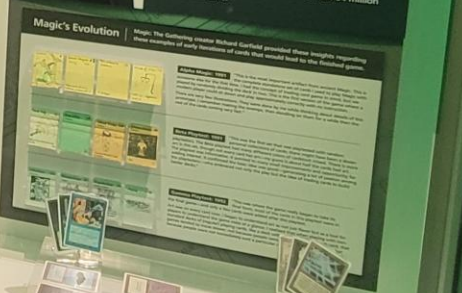

David N. Mullany

In 1952, former baseball pitcher David Nelson Mullany watched his son use a perforated plastic golf ball and watched him use a broomstick because he didn't have players or space. But his son's ball made curvilinearly for "real" baseball. The Mullany determined that eight oblong slots in one hemisphere produced a ball that grabbed the air and earned strikeouts, called "whiffs." Voila, the Wiffle ball.

Richard Garfield

After Wizards of the Coast rejected one of Richard Garfield's board games, he responded, "Describe a game around it for you." The company for game conversions, Garfield invented Magic: The Gathering, brought it to the 1993 GenCon convention, and by 1994 Wizards had sold more than 64 million individual cards.

- Inductees include Candy Land, Chess, Checkers, Clue, Dominoes, Dungeons & Dragons, The Game of Life, Jenga, Magic: The Gathering, Monopoly, Playing Cards, Phase 10, and Uno



- **Online exhibits through Google Arts & Culture**

