

CELEBRATING THE PASSION FOR GAMES & PUZZLES, OLD & NEW



QUARTERLY

VOL. 7 NO. 2

SUMMER 2023

Welcome to our Family!



Tom Vasel
Outstanding Achievement Award!

2023 AGPI Convention • Ives Family • METROPOLIS • Cannes • Origin Map Jigsaws

FEATURE ARTICLES

First time attendees!	3	
2023 AGPI Convention Highlights	4	
In Memorium	17	
<i>Margot Slocum, Erika Wilson, Doris Frohnsdorff, Rob Nordling</i>		
On the Road: Northeast Germany	18	
F & R Lockwood	19	
Ives Family of Salem	20	
METROPOLIS: Part I	22	
Origin of Map Jigsaws	30	
Cannes: A Celebration of Games	32	

NEW MEMBERS!

1839	Heather Algieri	Crofton, MD
1840	James Womack	Albany, GA
1841	Mark Majors	Sharpsburg, GA
1842	Craig Ingle	Enumclaw, WA
1843	Natasha Gibeau	Biscayne, FL
1844	Amanda Murray	Alvin, TX
1845	Christopher Viehweger	West Jordan, UT
1846	Dustin Hatchett	Westminster, CO
1847	Eileen Chua	Scottsdale, AZ
1848	Brandon Flugaur	Middleton, WI
1849	David Pollock	Pueblo, CO

ELECTED POSITIONS

President—Greg Fullerton (2024)
 Vice President—David Thomen (2024)
 Treasurer—Charlie Gross (2024)
 Recording Secretary—Nic Ricketts (2024)
 Corresponding Secretary—Wayne Saunders (2024)

APPOINTED POSITIONS

Director—James Dalgety (2023)
 Director—Phil Orbanes (2024)
 Director—Rick Tucker (2025)

Archivist, Convention Planning Chair—Lisa Bloome
 Editor—David Beffa-Negrini, AGPI Quarterly
 Editor—Website Content (*vacant*)
 Editor—Charlie Gross, Game Catalog (print)
 Editor—Rick Tucker, Game Catalog (www.gamecatalog.org)
 Membership Chair—Debby Leo
 Nominating Chair—Phil E. Orbanes
 Publicity Chair—Suzanne Pearlman
 Webmaster—Bob Finn

Past President, Awards—Phil E. Orbanes
 Founder—Bruce Whitehill

Dear Fellow Members of our dear AGPI:



It seems hard to believe that our irreplaceable earth has succeeded in making another quarter rotation around our own illustrious sun since our most enjoyable game and puzzle annual meeting in West Palm Beach, Florida. Great thanks are due Bob Finn and Suzanne Pearlman, along with our Convention Planner Lisa Bloome and the other members of the committee who produced such an excellent experience for all who attended.

Please take a few minutes to peruse the photos and other commentary about our first AGPI Convention in the sunny state of Florida. Many old friends shared once again stories of old and new puzzle lore, and many new friends shared their recently acquired knowledge and skills in producing new game and puzzle creations and in finding items of great note from 1767 to the spring of 2023, a mere period of 256 years.

For those of you who could not attend our 2023 convocation, I encourage you to set some time aside to join us in this coming year. While plans are still tentative, we are hoping that our 2024 gathering may well be held in New Hampshire under the leadership and planning skills of our editor David and Patsy Beffa-Negrini. Stay tuned!

Lastly, I must applaud our former President Phil Orbanes for an excellent presentation in West Palm Beach on the ultra-secret use of the game MONOPOLY by both the U.S. and Great Britain in helping POWs escape German prison camps during World War II. His program proved among other things that there is more than one way to pass *Go*. I understand Phil will soon have a book out about his research into this special interplay between one game and the lives and fortunes of many.

Looking to see you in New England next year, Greg

Upcoming Conference

From Anne Williams


The International Association for Toy Research (incl. games & puzzles) is holding its **August 2023** conference in Rochester, NY at The Strong. Interested in presenting a paper or poster, or joining a panel? Find details at www.itratoyresearch.org/2023_Rochester.php 

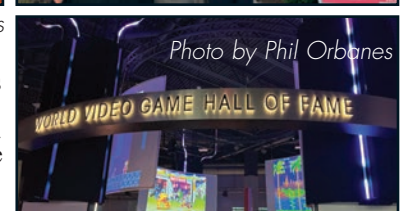


Photo by Anna Orbanes

Phil Orbanes met up with Clark King and his granddaughter Kelci at the Strong. Mayor Adams spoke and paid his respects to Clark. The Strong's celebratory event was world class. 500 attended. One million visitors expected annually. Large impressive Video Games Hall of Fame, and a beautiful outdoor Hasbro Games Park.



Photo by Phil Orbanes



FROM THE EDITOR

From AGPI Corresponding Secretary, Wayne Saunders

A non-member recently wrote to Bruce Whitehill and me asking for the identity of a game he had only heard about. If you can help by contacting him, please also cc me at saunderswayne52@gmail.com so we can know some help was provided.

Brandon Flugaur at bflugaur@gmail.com

Hi. I'm looking for a pirate board game that was asked about in a trivia contest I play in. The game was described as a conflict between Blackbeard and his black pirate ships, on the one hand, and Ned Tempest and his red pirate ships, on the other. Do you have the game or know which it is? Could it be the game PIRATE'S RAID (1934) by Stoll & Einson listed in Bruce's book and in the *Game Catalogue* from 1998? Thanks!

In the last issue of the *AGPI Quarterly* (Vol. 6 No. 4) **Bruce Whitehill** posed this question in his *Shelf Space?* article: "Do any of you have a commercially-boxed tabletop game that is longer than *Ideal's IMPACT's* at 31 inches long x 9 1/2 inches wide?"

Alfonzo Smith responded, pointing out that the box for Milton Bradley's TORPEDO RUN!, 1986, was over 34" long. The board was huge too, more floor-sized than table-sized: 34½ × 46½ inches. The box is marked "Floor Wars Series," and a 15 second TV commercial on *BoardGameGeek.com* gives you some idea of the size and play of this disk-shooting skill-and-action game.

Note: the writer of this post, Bruce Whitehill, would like a publishable photo of this game for his sometime-to-come book on Skill & Action Games.

Jim Polczynski at jpolczyn@sunlink.net

Does anyone have the rules for BO PEEP GAME by McLoughlin? Thanks!

Tim Walsh at tim@theplaymakers.com

I am doing some research on the card game UNO for The History Channel's *Toys That Built America* and I am wondering if anyone has the following:

- 1) CRAZY EIGHTS card game rules dated prior to UNO's release in 1971.
- 2) UNO rules from the original Pea-Soup green game printed by The Robbins Family in 1971.

Thanks so much. Seize the Play!

AGPI members respond

Nic Ricketts: We (Strong) have the original green version, and it has its instructions. I can scan and send to you sometime today, if that works. Glad to help.

Jeff Roux: *The Oxford Guide to Card Games* by David Parlett, Eights rules and variations. Good Luck

Anne Williams at awilliam@bates.edu

Back in 1986 Professor John Fox of Salem State University wrote a history of Parker Brothers. In his research he interviewed 9 past and current Parker Brother employees, from Robert Barton (retired CEO) to a man who was a go-fer to George S. Parker around 1908. He kindly gave me copies of the 14 cassette audio tapes of those interviews.

The Strong also has a complete set of the the tapes which they digitized and now have available online (both audio and printed transcript).

I no longer need my set of tapes. If anyone wants them, they are free to the first claimant, as long as you pay the postage. (remember, you'll need an old-fashioned audio cassette player to listen to them)

Hello all and welcome new members!

*"There is a Time to Preach
and a Time to Fight"*

This was the title I attributed to one of my Pastime Puzzles shown on page 21 in the last *AGPI Quarterly*, Vol. 7 No. 1.

It was a puzzle I had picked up in the mid 90s and it was in a Pastime box with that title. Anne Williams noticed the error and directed me to Bob Armstrong's website, *oldpuzzles.com* which showed the proper puzzle (at left) corresponding



to that title. Makes sense to me! The title for the puzzle on the right? Could it be "On the Road to Morocco?"

I do have an empty box with that time amongst the pile! If anyone has any idea of its title, please let me know.



Our cover this quarter features Tom Vasel, recipient of our **Outstanding Achievement Award** for his contribution to the gaming industry. The words "Welcome to our Family" are also shown. The AGPI is like a family to many. For Patsy and I, we've met some fantastic people and we consider them part of our 'extended' family. Incredibly talented, just crazy command of the game and puzzle industry, people who we never would have thought to meet in our lifetime. Sadly on page 17, we lost some of our AGPI 'family'—Margot, Erika, Doris, and Bob. Please set aside a moment to remember these special people.

All the best till next time, —Dave

2024 AGPI Convention info next issue! TBD—September date in NH

Eddie Banks, Jr. asks

I noted a reference in the Fall *Quarterly* to the largest jigsaw puzzle collection. There was, however, no "size" of the collections mentioned.

Curious as to what the number might be, as I'm wondering how my collection might stack up against those. I've got more than my share of puzzles, including both old & current, new & "used." Would anyone be able to tell me how large they are?

The larger portion of my collection consists of Tuco miniatures (and a handful of Tuco Juniors). Does anyone know of any other Tuco mini/Junior collectors? Does anyone know of any references to how many different ones were manufactured, and a possible listing of them?

Anne Willimans responds

The Strong Museum in Rochester NY has more than 7,000 jigsaw puzzles in its collection. If not the largest in the US, it is certainly among the top contenders. Many collectors like Tuco puzzles because of the heft of the pieces. I don't know of any collections devoted to the miniatures and juniors.

Sterling Mason's book on Tuco, which he self-published in very small numbers about 30 years ago, listed all the Tuco puzzles he knew of for the 1932-1957 period. I don't know of anyone who has listed the later puzzles—maybe you should give it a go!

Also <http://tucopuzzlesite.awardspace.biz/> has a lot of info on Tuco.

AGPI

AGPI Information Page for Members Old & New!

PUBLICATIONS

AGPI Quarterly

Members receive a subscription to the *AGPI Quarterly*. This publication features game- and puzzle-related articles, news, research information, as well as classified advertising. The editor of the *AGPI Quarterly* is David Beffa-Negrini and can be reached at editor@gamesandpuzzles.org.

Back issues of the *Quarterly* are available at \$8.00 for members, \$13 for non-members. The issues can be attained by contacting our Archivist, Lisa Bloome at archives@gamesandpuzzles.org.

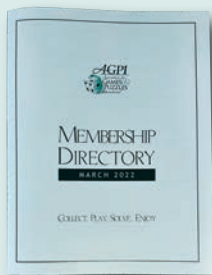
A full listing of the AGPI Archives, which includes *Game & Puzzle Collectors Quarterly*, *Game Times*, and *Game Researchers Notes* can be found online at gamesandpuzzles.org.

AGPI members may place one FREE Classified Ad in each issue of the *AGPI Quarterly*. Free ads are limited to one (30 words or less) per issue per member. Please indicate whether this is a one-time ad or if you want it to repeat in future issues. Please email your ad to Suzanne Pearlman, Publicity Chair at usentry@aol.com or mail to Suzanne Pearlman, AGPI, 5069 N Quatar St., Aurora, CO 80019. Also, please indicate the category you wish your ad to appear: WANTED or FOR SALE—GAMES, JIGSAW PUZZLES, MECHANICAL PUZZLES; or ORGANIZATIONS; MISCELLANEOUS; EVENTS.

PAID AD SIZES ARE AVAILABLE ALSO!

Business card	\$7	1/2 page	\$50
1/4 page	\$25	Full page	\$95

If you would like to submit an article for publication in the *AGPI Quarterly*, please contact David Beffa-Negrini at editor@gamesandpuzzles.org. Note: Indicate word length and content. Also submit quality high-resolution photographs.



Membership Directory

The AGPI distributes a *Membership Directory* to Full members every one or two years. The current issue is dated March 2022. The directory includes all current members, useful links, and a geographical index.

Online AGPI Game Catalog

You can search for instructions or rules in the AGPI Game Catalog section. It is a searchable and online database that is available at www.gamecatalog.org. The AGPI Archives Game Catalog is managed by Rick Tucker and currently includes information on the following:

21854 games
3651 game publishers
2493 game publisher addresses
1676 instructions for games
1793 images of games
1874 game copyright listings
164 game patent listings
82 game trademark listings

EMAIL

Do you have a question about a certain game or puzzle?

Are you trying to find the Rules to a game?

Would you like to post an announcement?

Want to discuss playing games or solving puzzles?

Alert others to interesting game and puzzle news and events?

Email List: AGPI-Members@googlegroups.com

If you have an email account, the organization's AGPI-Members@googlegroups.com email list is a great way to stay in touch with other AGPI members. This list is currently managed by Rick Tucker. If you have any questions about sending or receiving emails using AGPI-Members@googlegroups.com or otherwise need assistance, contact Rick at RickTucker@alum.mit.edu or email help@gamesandpuzzles.org.

Corresponding Secretary

Another resource for answers to questions is Wayne Saunders, our AGPI Corresponding Secretary. He can help find answers to inquiries from both the general public and members. Wayne can be contacted at saunderswayne52@gmail.com.

WEBSITES

www.gamesandpuzzles.org

The AGPI's website is www.gamesandpuzzles.org. The overall hardware and software reliability and operations is managed by our webmaster, Bob Finn. Please contact Bob with any questions you may have regarding our website at webmaster@gamesandpuzzles.org.

The goal of our website is to offer information about games and puzzles, including upcoming (and past) conventions, AGPI awards, general game and puzzle news, websites and publications of AGPI members, games instructions, as well as fun photos of AGPI events.

If you have a puzzle or game website, you can include a link on www.gamesandpuzzles.org. Contact Bob Finn for information.

www.gamecatalog.org

See Online AGPI Game Catalog information at left.

facebook.com/theAGPI

The AGPI has a presence on Facebook. Go there and "like us" and start up the conversations! Post pictures, even sell an item.

DUES - NEW ADDRESS

A 1-year full membership for the AGPI (U.S. addresses only) is \$40/year; Canadian address is \$50; outside USA and Canada is \$70. Publications are sent First Class. The 12-month membership is in effect from January 1 through December 31, regardless of when a member joins or renews during the year. Payment can be made online at www.gamesandpuzzles.org/join-or-renew. Contact Debby Leo at membership@gamesandpuzzles.org for more info, as well as address changes.

OUR FIRST CONVENTION



Mike Tangedal and Nadine Sehnert attend their first AGPI Convention. Welcome!

We received a request from Editor Dave to write an article on our impressions as newcomers to our first AGPI Convention. But since this group is all about history, some historical information on us is first in order.

Mike does not come from a history of collectors whereas not only are they present in Nadine's family tree, her father holds the title of having the largest root beer mug collection in the United States. Just like old root beer mugs, the beauty of old board games lies in their nostalgia and history. Nostalgia, history, and well, we just thought finding all these old games was pretty interesting!

We would pick up games at estate sales all around our home in Minneapolis but didn't think of ourselves as collectors until we realized we had more than 300 games and were not sure of the best way to store them. Nadine did a bit of research and found Bruce Whitehill's *The Big Game Hunter* website and learned all about the proper way of storing and repairing our games. Then, IKEA came to town and we fitted our basement with significant shelving. This was also about the time we heard about and joined the AGPI. Thankfully we live in a place with so many grandparents with board game closets, so when they had an estate sale we'd swoop in and pluck a few gems. We were also active on eBay, so we occasionally sold a game or two. eBay allowed us to understand more about what other games people were collecting. Then a few years later we started running our local board game Meetup group. This also coincided with the influx of so many interesting Euro games. So we started obtaining games from the historical fun perspective as well as those we enjoyed playing with others. We very much enjoy both building and participating in an active board game culture within the Twin Cities.

After a time we slowed down on collecting vintage board games and focused more on new games that people wanted to play at our large social gatherings. We built our Meetup community to the point where we were holding monthly board game parties attended by well over 100 people. We'd also go to various board game conventions across the country and built lots of friendships with many in the board game industry. This obviously was derailed a bit by the pandemic but we are slowly building it back.

We always thought about going to the AGPI Convention but we were so caught up in all the new games and conventions, we never managed to attend an AGPI gathering. So, when we saw the information on the 2023 Convention we knew we had to attend.

1) It would be held in West Palm Beach. Nadine has two brothers who live in South Florida and a quick phone call and we had lodging secured with her brother in Palm Beach Gardens.

2) One of the presenters was Tim Walsh. We met Tim when we went to our first ChiTag event in 2004.

3) The award recipient was Tom Vasel. We have both been Dice Tower Fans for quite a while, having attended Dice Tower Conventions, Retreats, and a Cruise.

That's the thing about this convention that was highly valued—we had so many great conversations.

We had no idea what to expect when arriving at the convention since we had been attending large cons like GenCon along with 60,000 other board game enthusiasts. We were excited to meet and talk with some of the board game collectors we would meet at AGPI but didn't know what the vibe would be like

at a convention consisting of just collectors. We did know Tim Walsh so we weren't going in as complete outsiders. And Nadine was very hopeful to meet Bruce Whitehill too.


Thankfully during the first formal dinner at the convention, we were seated at a table with a delightful group and everyone had a great story. Each of them shared our passion for how much fun and interesting it is to appreciate the history and evolution of board games. We have more than a few games from around 1900 that are classified as parlor games that are just as much conversation starters as they are games. That's the thing about this convention that was highly valued—we had so many great conversations. To build a board game collection you have to put in the time and energy and so it's rewarding to get to share each person's journey in this hobby.



Nadine Sehnert meets Bruce Whitehill, *The Big Game Hunter*

We also got to play a few games with our new friends at the convention and listen to more than a few fascinating origin stories on aspects of the board game industry that few have ever heard. The convention was a great learning experience and it was fun to get to know fellow collectors.

So even though the attendee list was quite small compared to other board game conventions we attend, the small size is to everyone's advantage as when we all fit in one room, it's easy to get to know each other quickly. When you meet someone who also collects board games, you already know you're going to have a lot in common so it's easy to start engaging in fun and interesting conversations.

We look forward to meeting our new friends again in New Hampshire in 2024 and then, hopefully in Italy and Essen in 2025. Thanks for letting us into your group! 

—Nadine Sehnert & Mike Tangedal

See what they saw. Turn the page!





As the above caption states, it was indeed great to attend another (non-virtual) AGPI Convention, this time in sunny West Palm Beach, Florida.

There were nonstop activities from the moment we arrived! You'll find them all on the following pages—along with our fantastic guests and honored speakers—a challenging jigsaw puzzle contest; croquet on the finest courts I've ever played on (no tree roots or rocks to deal with!); to the Escape Room where we left John Spear hand- and foot-cuffed to an electric chair! As well, we took a relaxing boat cruise, this after the sounds of buzz, beep, whirr, click, clack, clunk, clatter, and clink at a local pinball museum. Enough preview, turn the page! >>

Recap by David Beffa-Negrini



It was great to be together again in West Palm Beach, Florida! Debby Krim magically turn this photo!

2023 AGPI Convention West Palm Beach



Photo by Debby Krim

A special thanks goes to our main hosts Bob Finn and Suzanne Pearlman for a wonderful event!

Salut!

PRE-CONVENTION ACTIVITIES

Pre-convention activities on Thursday, April 20, began with an ambitious all day venue with a visit to the Silverball Pinball Museum in Delray Beach. There our group was able to play a myriad assemblage of classic pinball machines and arcade games from as far back as the 1930s. No quarters or tokens needed!

After lunch we relaxed on the Lady Atlantic and had a wonderful two hour narrated yacht cruise along the Intercoastal Waterway passing some of the area's most beautiful homes and getaways.

For our next activity, (safely brought via vans by Bob Finn and Dave Thomen), we arrived at the National Croquet Center, home to the world's largest dedicated croquet facility. I'm sure we have at one time or another played croquet growing up, and we were fairly confident and ready to show our best stuff...that was until Bob Finn revealed his imported competition striking face mallet equipped with interior lights!! I could tell we weren't in New Hampshire!

After some instructions from the resident pros we settled into several fun games of golf croquet.

Back to the hotel for happy hour and then off to dinner, many choosing to dine at the many restaurants located at nearby Rosemary Square. Shuttles were available as well.

Later around 9:00 pm that evening a few hardy souls chose to head downtown to try to escape from the Legends of Xscape Escape Room. And literally within seconds of time left, the crew managed to escape!

Yes, high fives around, but then the prison door unexpectedly reopened and there stood John Spear. We had totally forgotten we had padlocked him to the electric chair and he had to fend for himself to gain his freedom!

Later in the evening some folks headed to our designated hotel area for assembling puzzles and playing games.

Pinball wizards Steve Stanchina, Jara Roux, Charlie Gross, Kim Thanh, and David Stewart-Patterson.
Photo by David Beffa-Negrini



One of the beautiful homes along the Inland Coastal Waterway. Photo by Bruce Whitehill



A moment of silence...we had totally forgotten about John Spear! Golf croquet—Jeff Roux gets ready to strike as Greg and Elizabeth Fullerton look on. Photos by Bruce Whitehill

On Friday morning our group headed over to Doral to visit the Puzzle8 Factory. The facility was also home to Fastkit, producers of high quality custom product packaging. Later that day Puzzle8's Doug Harris held a jigsaw puzzle contest back at the hotel. Incredibly challenging... and amazingly, the puzzles only had 25 pieces! >>



No photos allowed inside the Puzzle8 factory! Michele Choate, VP of Sales & Marketing (center holding box), talks about Faskit's custom packaging. Photo by Bruce Whitehill



Bruce and Sybille Whitehill working the 25 piece Puzzle8 puzzle. Photo by Debby Krim.

Puzzle8 JIGSAW CONTEST



John Spear accepts the challenge



Jeff and Jara Roux, with Kim Thanh (center) team up



David Stewart-Patterson and David Thomen try their luck.



Anna Ellerbe with Charlie Gross working his magic!



Clockwise from bottom left—Tom and Laura Vassel, Mike Tangedal, Charlie Gross, Nadine Sehnert, Michelle Nunley, and Steve Stanchina

GAME PLAY & PUZZLES

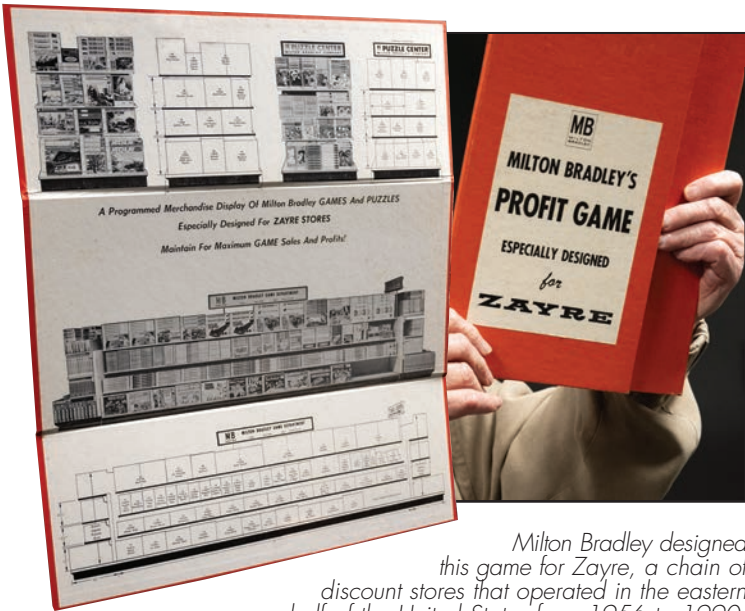


At the game table, Bruce Whitehill explains the rules for *In Or Out*, a "Quiz Show" type party game by R & R Games. Nearby, assemblers sort through the more than 200 pieces of "Savoring Paradise," a puzzle handcrafted by Fool's Gold. Photos by Debby Krim



SHOW & TELL

Bruce Whitehill started off Show & Tell by presenting three games: a 1931 Wiffy Cox's SHAWNEE RIDGE GOLF COURSE Golf Game; 1906 John Wanamaker's SUBSTITUTE GOLF; Milton Bradley's PROFIT GAME especially designed for Zayre's stores.



Milton Bradley designed this game for Zayre, a chain of discount stores that operated in the eastern half of the United States from 1956 to 1990.

John Wanamaker's SUBSTITUTE GOLF includes nine beautifully lithographed boards each measuring 10" x 22" and representing the 9 holes of an indoor golf course. Below is a close up of the score card for the game.



Show & Tell photos by Debby Krim unless noted otherwise.



Sybille Whitehill shared a very rare collectible figure of the robber from CATAN.



Greg Fullerton discusses XIANGQI (Chinese Chess), popular across Asia, and more recently in the West. The 9 x 10 Xiangqi board consists of 9 vertical lines ("files") intersected by 10 horizontal lines called "ranks."



Helen Andrews shares TIPIT. Mfr. unknown?

Editor: Directions from WorthPoint.com showing a similar game TIPIT from Wolverine Supply & Mfg. Co.

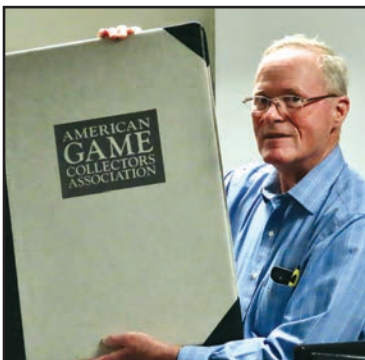
Any number can play. Object is to turn TIPITs, leaving lowest possible total unturned. First player rolls dice and turns 1 or more TIPITS totaling sum of dice. For example, "5 + 6" (totaling "11" are rolled; player may turn "8 + 3" or "5, 4 + 2", or any combination totaling "11." Player rolls again and turns more TIPITS; continuing until she cannot turn over a combination **exactly** totaling sum of dice. If TIPITs total more or less than dice, **none** can be turned, player gets 10 points **deducted** from score. Each player has a turn. After predetermined number of rounds, player with lowest total score wins.



Rachel Duguay and Mike Sturba (Micro Puzzles) displayed "AMERICA," a stunning example of an early wooden jigsaw puzzle crafted by John Spilsbury of Rutsel (Russell) Court in England.

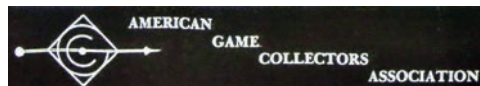


Puzzle photo by Bruce Whitehill



Dave Thomen brought out a beautiful "vintage" scrapbook of the American Game Collectors Association (our organization's original name).

Shown at right are some representative images of what was featured inside.



One of the game consignors, Bruce Whitehill, with Herb Seigel, who has arguably the most comprehensive collection extant.

Maine Antique Digest, 1/1992

TIM WALSH

GAME INVENTOR, AUTHOR, BASEBALL PLAYER...



Photos by Debby Krim

Dave Yearick and Ed Muccini, Walsh invented the game TriBOND in 1990. Four years later he invented BLURT!, and later designed or co-developed the following games: MAD GAB, KLOAK, FEED FUZZY, YOU'VE BEEN FRAMED, BULL'S EYE, and PIGGY PILE-UP.

Walsh was also nominated for a TAGIE Award for Game Innovator of the Year (2020) for his game MEGA MOUTH by Big G Creative.

In 2005, Tim Walsh authored *Timeless Toys—Classic Toys and the Playmakers Who Created Them*.

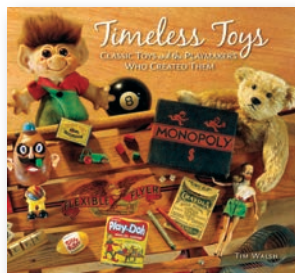


Photo source: amazon.com



Split-second verbal race to find the common bond between 3 clues. Photo source: eBay

KING • QUEEN • TWIN

**JUPITER • ALASKA
• BLUE WHALE**

ROBIN • TONTO • BOO BOO

Our Friday night speaker was Tim Walsh. Tim attended Colgate University—the same institution where Ed Werner and Scott Abbott of TRIVIAL PURSUIT fame graduated. There, together with classmates

He continued his writing with a book based on the toy company Wham-O. Through his YouTube channel—*Where's the Fun from?*—

Tim shares stories about the toy industry; and celebrates those who gave us so much fun. (*theplaymakers.com*)



...AND ALWAYS HAVING FUN!



"What did you do to our AGPI logo!" Whitehill stammered. "Tis but a small change Bruce, and oh, your doctor said your surgery should go well." ...WHAT!

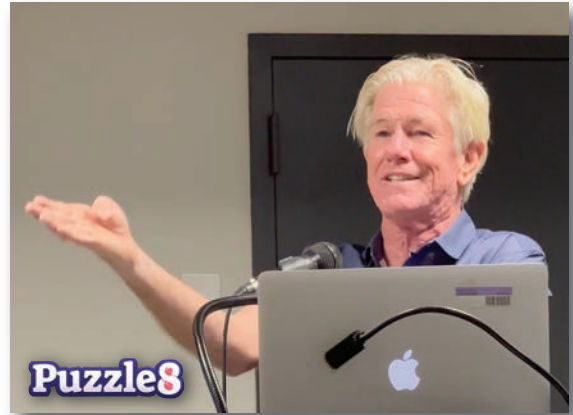
SATURDAY PRESENTATIONS



Four images used for the puzzle contest held on Friday.

Doug Harris always had a fascination with colors, and he later turned that passion into creating beautiful artwork and murals using mosaic tiles.

Here he describes his unique Puzzle8 offerings comprised of only 8 different colored spheres. As simple as they look, and made up of only 25 pieces, Puzzle8 puzzles are incredibly difficult to assemble.



Doug Harris of Puzzle8 describing his unique puzzle offerings.

DOUG HARRIS

BIFF PETTINGILL



Partner Dr. Biff Pettingill is a forensic economist and a former professor of economics at the Florida Institute of Technology and Palm Beach Atlantic University. He has also taught at the University of Louisiana in Lafayette and as an associate professor at Louisiana State University Medical School.

Puzzle8 photos by Debby Krim

At right, a 315 piece "raccoon" puzzle was awarded to contest winner David Beffa-Negrini.

Michelle Boguess-Nunley finished a close second and received a 100 piece jigsaw featuring the same image.



Only 8 colored dots make up this raccoon image! Photo by David Beffa-Negrini



"The Travelers Tour Through Europe" published in 1822 F & R Lockwood

Joe brought several versions of "The Mansion of Happiness"

Just some of the games from Joe's collection for the group to look over. Photos by Debby Krim

JOE ANGIOLILLO

"Firsts in American Game Publishing"



Joe Angiolillo came up with his first game at age 10 and went on to become an accomplished game designer, game collector, and author. He formed his own game company, Gameshop in the 1980s and later went on to design games at Coleco. He has written six books and explained the importance of going back to the primary sources for information. His favorite designer?—Gary Gygax of Dungeons & Dragons.

TABLE SALES

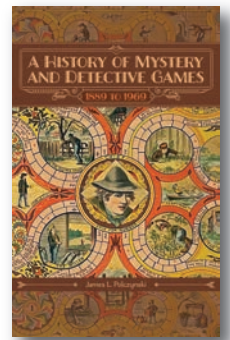
On Saturday afternoon, our traditional Table Sales event took place. Items offered for sale included vintage games to jigsaw puzzles to books and items from the Archives. Always fun and without fail something of interest to discover.



First time convention attendee Mike Tangedal offered a wide variety of games for sale.



David Beffa-Negrini brought his Fool's Gold puzzles along with some other odds and ends.



Jim Polczynski relaxing a bit. Sales could be had of his new book shown above.



Michele Boggess-Nunley checking out the AGPI Archives

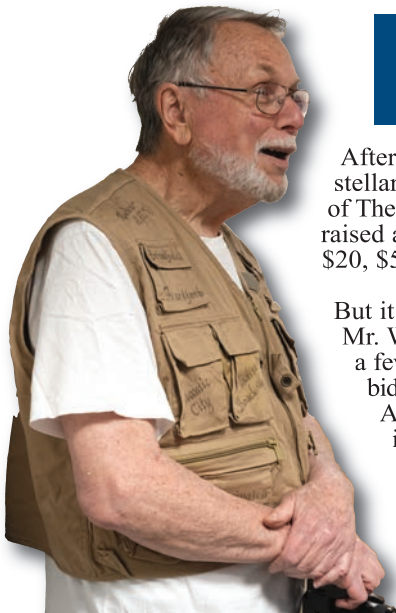


John Spear brought several dozen games for Table Sales.

AUCTION ACTION!

After Table Sales, it was now Jim Polczynski's turn to be our ever stellar live auctioneer. He began with a \$100 stock certificate of The Pennsylvania Railroad Company. Multiple hands soon raised around the room as did the bidding. "I've got \$10, \$20, \$50, \$100, \$150," Jim shouted. Then finally "SOLD!"

But it was all a set up for Mr. Whitehill. Jim asked a few of us beforehand to bid up the price of this item. As the green dollars increased so did Bruce's red face color. But in the end Polczynski let us all in on the joke. One thing about this group...you'll always have fun!



Another successful auction and a lot of laughs. Thanks Jim, and everyone who participated!



Jim asks, "What is it?" Debby Krim, "It looks like candy!"



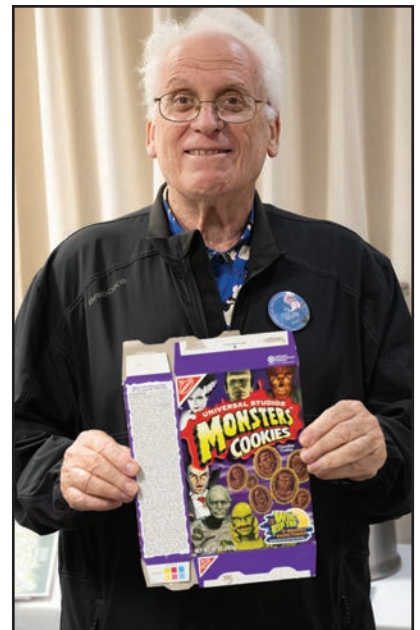
Lisa Polczynski, (in on the joke) can't keep a straight face!; Marty Krim, Bob Finn, and Jeff Roux look on.



Michele Boggess-Nunley, Ron and Grace Dechant, and Patsy Belfa-Negrini get a good laugh as well.



Sybille and Bruce traveled all the way from Germany Tom and Laura Vasel: "Yeah, we know, we left 7 kids all alone!"



Debby, Did I accidentally bid on this? >>

Outstanding Achievement Award Winner!



Bob Finn presents Tom Vasel with the AGPI Outstanding Achievement Award.

TOM VASEL

AND HOW GAMES CHANGED HIS LIFE FOR THE BETTER



Tom Vasel shares his views on the importance of family, friends, and games.

Along with being a podcaster, designer, reviewer of board games, and the host of *The Dice Tower* for more than 20 years, Tom Vasel is first a family man with his wife Laura and their seven children. He explained one of the best parts of his day is family time playing games and creating wonderful memories.



Tom highlighted the many benefits of board games. First, they teach us just basic people skills—communication,

negotiation, cooperation, history, and learning how to win and lose.

And secondly, as a former math teacher, he's thrilled games can teach the importance of math and logic.

Vasel has traveled around the world and met thousands of people through games. He has developed a long list of lifelong friendships. It was surely fitting that the AGPI organization honor Tom with its Outstanding Achievement Award.

Photos by Debby Krim



Jim bestows a special gift to the winner.



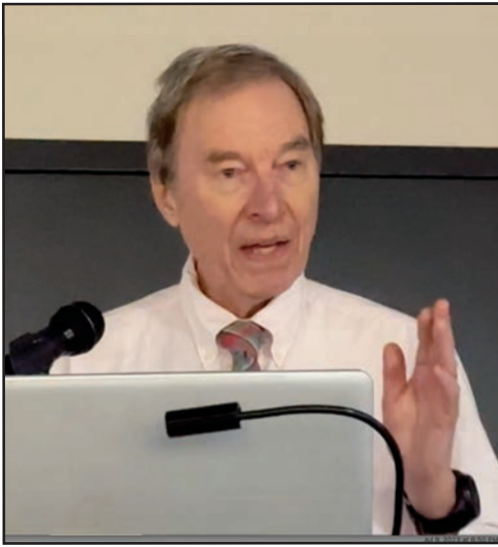
And it's a perfect fit!



And there's always time for a game!

PHIL ORBANES

PERHAPS THE BEST KEPT SECRET OF WORLD WAR II



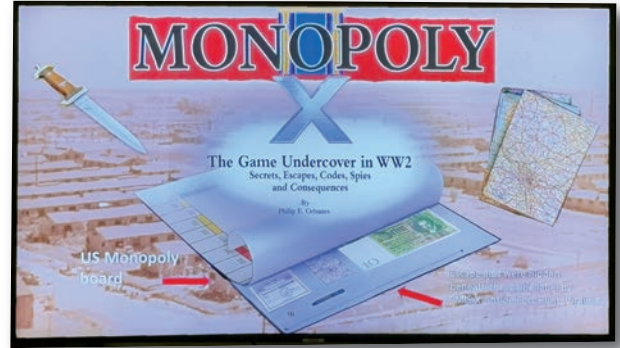
Phil Orbanes reveals a 35 year secret!

On Sunday morning, Phil Orbanes revealed how **MONOPOLY X** turned into a 35-year undertaking. This incredible **MONOPOLY** story was first told to him by Victor Watson back in 1985.

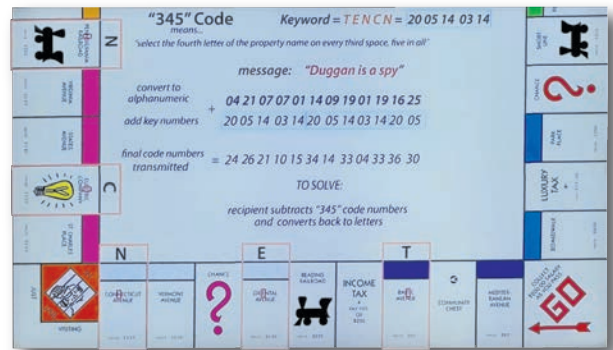
Along the way, many people assisted him in this effort but were very reluctant to have the information revealed in their lifetime. All were subject to the Official Secrets Act. Even today, certain aspects of this project are still sealed inside the military archives.

The mission, an idea by Christopher Clayton-Hudson, aka "Clutty," was to aid the POWs in the Nazi camps to escape. Clutty was part of the British Secret UK Escape Service MI-9. His idea: conceal certain "aids" inside a standard **MONOPOLY** board. These would include necessary documents, a silk map, money, saw blade, compass, plain paper, and a surgical Gigli wire saw.

Over in the U.S., MIS-X was established for the same purpose. It was one of the best kept secrets of WWII. Even Parker Bros., who published the game,



U.S. **MONOPOLY** board with escape aids under its game label.



Intelligence communication via a "MONOPOLY" Code Images are screenshots from Krim's video of Phil's presentation

did not know about the use of their **MONOPOLY** game for these efforts.

The **MONOPOLY X** code name referred to the doctored game vs. the regular game known as **MONOPOLY V** (Vanilla).

MONOPOLY X's secret endured for 40 years, was partially lifted in 1985, with more disclosed in 2005.

The hidden aids helped more than 1000 U.S. and British prisoners successfully escape.



The UK **MONOPOLY** game substituted a spinner for the dice

RAFFLE

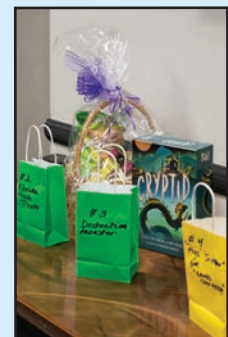
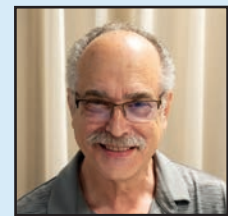
After Phil's presentation, our much anticipated raffle took place. Many thanks to all who contributed and donated to the raffle. The Embassy Suites also donated a night's lodging which could promptly be used to offset the winner's stay. All proceeds go into our AGPI Fund, and that makes our treasurer Charlie smile.



How could anyone resist these two! Get your tickets he-ya!



Carol Fullerton looking over the many raffle items. Photos by Debby Krim



ERIN MARIE WALLACE

THE LIFE CYCLE OF COLLECTING

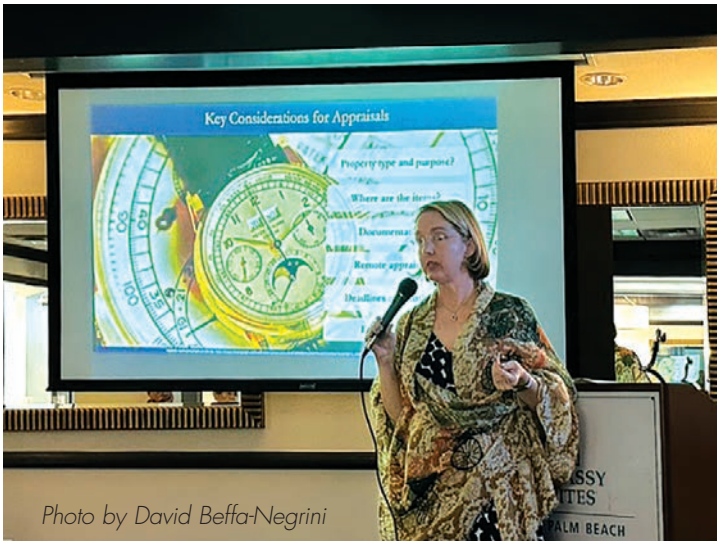


Photo by David Beffa-Negrini

Our president Greg Fullerton had recently met Erin at a conference in Florida and thought she would fit nicely into our convention's agenda.

Erin-Marie Wallace has always had a passion for fine art and antiques—they tell the story of our humanity, where we came from and how we lived. She was fortunate to have had the opportunity to live in Hong Kong and travel extensively through Europe which engendered this passion on a global scale.

"Some days I can't believe that I get paid to do what I do..."

Erin is the Vice President of Business Development at Gurr Johns, an art appraisal and advisory group established in 1914. She has had the opportunity to handle some outrageously wonderful objects; things which belong in museums and have not been seen publicly in generations. She also mentioned she gets the opportunity to interact with some really savvy and intelligent collectors, *like our members!*, and can assist in the buying and selling the objects.

She has had those "Antiques Roadshow" moments when items brought to auction are so much more valuable than the consignor ever imagined. And as a former appraiser and auctioneer she has assisted clients on building and dispersing collections privately, publicly, and through charitable gifting. [AGPI](#)



Photos by Debby Krim

Bruce Whitehill decides to conduct a surprise quiz game. Folks (tried to) provide answers to various topics. The scoring was a bit confusing at times...



3 seconds to spare!!! And we did wait for John Spears to unstrap himself from the electric chair before this photo was taken!

Left to Right: Dave Thomen, Sybille and Bruce Whitehill, Dave and Patsy Beffa-Negrini, Suzanne Pearlman (front), John Spear, Greg Fullerton, and Bob Finn.

A great time was had and we look forward to 2024!



Photos by Debby Krim

Clockwise top left: John Spear, Nic Ricketts, Suzanne Pearlman, Joe Seymour and Steve Stanchina, Doug Harris and Kim Thanh, Rosemary Howbrigg, Erin Collins

Margot Slocum



Margot Slocum, wife of Jerry Slocum for 70 years, died on January 7, 2023 after a long battle with Parkinson's Disease. She attended the 2007 convention and hosted many AGPI members at her home over the years. This photo shows her with Jerry at the 2018 International Puzzle Parley.

In Memorium

Erika Wilson

Erika was a most unassuming and generous friend, whose advice on collecting and restoring old games I considered before anyone else's. What fun it was to know her, to watch her engaged in studied excitement.

—Wayne Saunders



Erika Joanna Wilson, a long time member of and volunteer for the AGPI, died March 14, 2023 in Newark, Delaware. She edited *Game Times* in 1990-91, and subsequently served as the organization's Archivist for several years.

A short time after her birth, her family moved to her mother's family estate in Palanga, Lithuania, where she grew up. Erika was highly educated and held advanced degrees from the University of London and Cambridge University. She worked as a paraprofessional in academic libraries in Texas and Oregon and also as a museum curator at the University of Texas. Erika was an avid reader and also loved gardening, sewing, knitting and cooking. She was a collector of board games and prepared exhibitions from her collection at the Oregon State University Museum and the Biggs Museum in Dover. For a time, she was a speaker on board games in the Speakers Program of the Delaware Humanities Forum.

Doris Frohnsdorff

Doris Frohnsdorff passed away on August 25, 2022.

A retired dealer in rare children's books, Doris was an active member of the Antiquarian Booksellers' Association of America (ABAA) during the 1970s and '80s, issuing catalogues regularly and participating in book fairs throughout North America and the U.K. She later began dealing in antiques, but gradually stopped selling and came to focus more on her various collecting interests, including portrait miniatures and vintage scarves. Her unparalleled collection of Beatrix Potter first editions, artwork, letters, and other rare material drew international interest when it was sold at Christie's East in New York in 1997.



In her younger days, Mrs. Frohnsdorff was an accomplished badminton player, winning several tournaments and a provincial championship in Manitoba. She enjoyed many things, especially *Jeopardy!*, on which she had been a contestant in 1973.

Doris Frohnsdorff joined the AGPI in 2021, but was never able to attend any AGPI events.

Robert Nordling

I am responding very belatedly to inform you of Bob Nordling passing in December of 2021. I wanted to thank you and all those at AGPI. Being a member of AGPI was something my late brother valued greatly.

In fact he brought me to the convention in Rochester, NY at the National Toy and Game Museum. We both enjoyed it immensely, and especially the time we spent together experiencing the conference, the museum and our great love—games!

As someone who has helped found and who has served on a number of boards of non-profit associations, I know what a labor of love it is to put on a conference, participate on committees, and put out a newsletter/journal. I want to thank you for your service. It is organizations like AGPI that add so much to culture and civility within society. Many thanks for all the joy you brought my brother. [AGPI](#)

Regards, —Bill Nordling



ON THE ROAD AGAIN:

NORTHEAST GERMANY

by Bruce Whitehill

The northeastern-most section of Germany, which includes the Baltic Sea (Ostsee), consists of a region (Bundesland) that was a part of East Germany (the German Democratic Republic, or DDR) after WWII, under Soviet influence, until German reunification in 1990. Its coastline and islands of the Baltic Sea make it a popular tourist destination. Its three national parks and many nature conservation areas are a year-round draw, along with its "land of a thousand lakes," an area of unspoiled beauty that has also become the setting for a lot of "medical tourism."



The cities in this northern region, called Mecklenburg-Vorpommern, are characterized by a "Hanseatic" style of architecture: red brick Gothic churches and houses dating back to the Middle Ages, along with thatched roof houses, windmills, manor houses, and castles throughout the extensive landscape.

About halfway between Berlin and the Danish border, is the Archäologisches Freilichtmuseum (archeological open-air museum) in Gross Raden. The early Slavonic Temple Settlement is from the 9th and 10th century. The one game found there (okay, maybe it's actually a sport) is an early Viking game in which short pieces of string with wood blocks on each end are thrown at a series of poles, the idea being to get the string to twirl around the pole and hang there. (I was unable to find the name of this early game. Does anyone know it? Modern versions for sale online call it the "Ladder Game" or "Ladder Ball"; they use balls rather than wood blocks.) The bola, a similar string device, was used by the Spanish and Portuguese as a weapon or for hunting.



Ninety minutes north of the open-air museum is the town of Ribnitz-Damgarten, home of the Bernstein Museum (Deutsches Bernsteinmuseum). No, it has nothing to do with Leonard Bernstein. "Bernstein" is the German term for amber, which can still be found in the area on the beaches that were once completely under water. This amber chess set dates back to the 12th or 13th century.

The Bernsteininkrustierung (amber encrusted) chess set comes from the collection of the castle museum of Gotha, between Leipzig and Frankfurt, and is dated from around 1700.



This amber die, from the 12th or 13th century, was found in September 2000 near the town of Zingst.



The amber chess set titled, "Deckel einer Schraubdose," translates as cover or lid of a screw box. Whatever that means. The piece dates from the early 1700s, and it is assumed it came into the possession of King Friedrich der Grosse (Frederick the Great).



Deckel einer Schraubdose*
Bernstein, 18. Jahrhundert.
Schachspiel*
Bernstein, Holz, Königsberg? frühes 18. Jh.
Das Spielbrett soll aus dem Besitz König
Friedrich II. von Preußen (Friedrich der Große,
1712-1786) stammen.
Aktiengesellschaft Hannover

F. and R. Lockwood

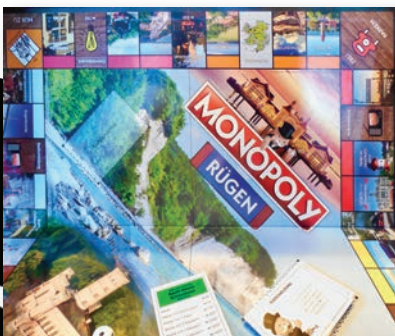
Article by Jim Polczynski



Recognize the pattern? It's *PARCHEESI* or *LUDO* or, since this is in Germany, *Mensch ärgere Dich nicht*, which translates literally as "Person, annoy you not." Or man, don't annoy yourself, don't get annoyed. But since the German title is trademarked, the maker had to come up with another name for the game, in this case, *RÜGEN - Würfelspiel für 2-4 Spieler* (*RÜGEN - dice game for 2-4 players*). Rügen is the name of the most frequented island in the Baltic Sea, known for the special "resort architecture" and interesting landscape, include its famous chalk cliffs that are a part of the peninsula of Jasmund National Park, granted the status as a UNESCO World Heritage Site. The four sets of playing pieces are beautifully crafted to represent Rügen's history and culture: two landmark lighthouses, in Sassnitz and near Cape Arkona (where the chalk cliffs are), the observation tower of the Granitz Castle, and the old "Rasender Roland" steam train, which is still running, taking tourists from station to station along one long stretch of track. You can hear the whistle blowing off in the distance as the train approaches road crossings without any gates.



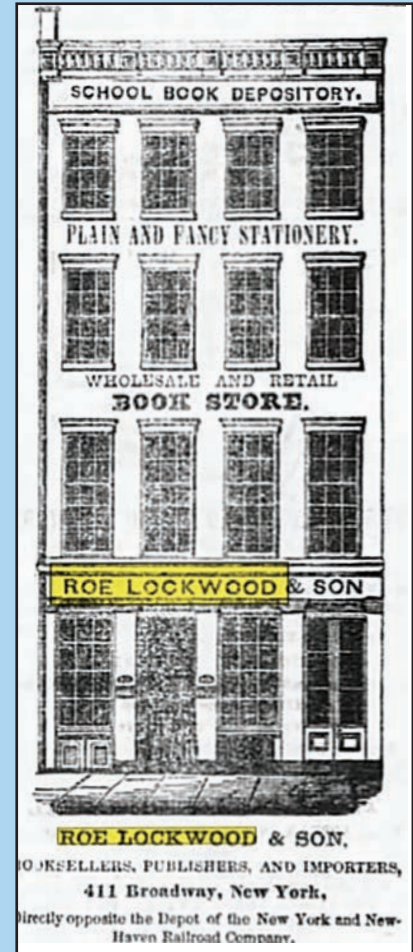
You can also purchase the game of *KULTURSCHATZE DES ARCHÄOLOGISCHEN LANDESMUSEUMS*. Its cultural treasures from the National Archaeological Museums of Mecklenburg-Vorpommern are pictured on small square cards that are laid out in a grid to form a game of *CONCENTRATION*, a memory game known in Germany as *MEMO* (and trademarked by Ravensburger, hence the need for a different title).



Available only on the island of Rügen is the game of *MONOPOLY RÜGEN*, sold only at the top tourist hotels. The photographs on the board are super, showing many of the island's landmarks. Priced at about \$66, I passed on the game, so I was only able to photograph it through a glass showcase.

The trip to Mecklenburg-Vorpommern and the Baltic Sea was a lot more than its games, and well worth a visit from anyone who happens to be in the area (i.e., northern Europe). Wherever you go, I wish you good travels! AGPI

The earliest known American printed board games were published by F. and R. Lockwood, formed by brothers Frederick and Roe Lockwood. Their father, Lambert, was a book publisher and importer in Bridgeport, Connecticut. The sons opened a similar business in New York City at 154 Broadway at Liberty by 1820 and published their first game in 1822, *THE TRAVELLER'S TOUR THROUGH THE UNITED STATES*. They followed with two additional games, *THE TRAVELLER'S TOUR THROUGH EUROPE* and *THE TRAVELLER'S TOUR THROUGH THE WORLD*. The *Tour through the United States* and the *Tour through Europe* games were both advertised in the *New York Evening Post* in December, 1822 as "Christmas Presents." All three games followed the same general rules. Using a teetotum, players



Roe Lockwood & Son, 1850

city needing to identify the city they landed on, and if desiring a more challenging game, identifying the population of the city as well. The games were basically copies of the English games of John Wallis, such as *TOUR THROUGH THE UNITED KINGDOM OF ENGLAND, SCOTLAND AND IRELAND*, a new geographical game, *TOUR THROUGH ENGLAND AND WALES*, and *COMPLETE VOYAGE ROUND THE WORLD*, all published before 1800. Other similar touring games were sold decades earlier by John and Thomas Jefferys.

Frederick died in 1824, two years shy of turning 30, but Roe continued the business, first as Roe Lockwood and later as Roe Lockwood & Son. Roe eventually moved the business to 411 Broadway. An 1841 advertisement lists the United States and Europe tour games for sale as well as "other games and amusements for children; dissected maps and pictures; Architectural blocks; Lotto; Solitaire; Battledoors [Battledores] and Shuttlecocks; Chessmen and boards; Backgammon boards." I have found no mention of the tour games being advertised after 1841, but the business continued as "booksellers, publishers, and importers." Joe Angiolillo, though, has stated the *THE TRAVELLER'S TOUR THROUGH THE WORLD* was sold in the 1850s and the 1880s, the latter period by Roe Lockwood III. AGPI

Article by Jim Polczynski

Salem, Massachusetts was founded in 1626, only six years after the founding of Plymouth. Located 78 miles north of Plymouth, Salem, meaning “City of Peace,” was named Naumkeag, meaning “fishing place,” by the Native Americans residing there (Salem would not officially purchase the land from the Naumkeag tribe until 1686). The settlement struggled for two years until the Massachusetts Bay Colony gave assistance to the village. As the village grew and became a major fishing and trading spot, so did the population. Many of Salem’s future leaders’ ancestors arrived in the settlement during the latter half of the 17th century. One such individual was Thomas Ives, born in 1648 in England. Interestingly, his father is listed as John Ivy. Thomas arrived in Salem by 1672, as he is registered as having married Martha Wyeth in that year. Two children were born to the couple, and after Martha died, Thomas married Elizabeth Metcalf, and four more children were born under that union. The youngest was Benjamin, born in 1692, the year in which the Salem Witch Trials began (the Ives are not listed among the persecutors or the victims of that tragic saga).

Benjamin became a master mariner, and later in life, a tanner. He married Anne Derby in 1717, the daughter of another immigrant from England, Roger Derby, whose grandson, Elias Haskett Derby, would become one of America’s first millionaires. The couple’s youngest son, John, married Sarah Ward in 1755 (their daughter Mary married into the wealthy Crowninshield family). John and Sarah had three children. There is no record of whether John became a captain, but their son, William (Figure 1), was also a master mariner and sea captain. In 1800 he became the 43rd member of the East India Marine Society, which was formed in 1799 as a charitable and educational organization, but its origin is more likely a place to collect the numerous artifacts gathered during its members’ travels. Members of the society were “composed of persons who have actually navigated the seas beyond the Cape of Good Hope or Cape Horn as masters or supercargoes of vessels belonging to Salem”.

Ships from Salem began trading with the West Indies in 1637 and by the late 18th century Salem had become the sixth largest city in America. Ships sailing out of the city conducted trade with China, Russia, and other areas of the world. During the Revolutionary War fortunes were made by Salem’s ship captains turned privateers, but the embargo of 1807 and the War of 1812 drastically injured the shipping trade of Salem. This was further

The Ives Family of Salem



Figure 1: William Ives

complicated with the introduction of larger clipper ships—the shallow Salem harbor could not accommodate the new ships. By the time William Ives’ sons came of age, they could no longer depend on the sea for their livelihood.

Brothers William, born 1794, and Stephen Bradshaw, born 1801, sons of Captain William Ives, both apprenticed in the printing trade and established *The Observer* newspaper in 1823, renaming it *The Salem Observer* a year later. In addition to running the newspaper, the firm of W. & S. B. Ives sold and published books and stationery and provided bookbinding services. Their offices were in their Old Corner Bookstore, a landmark in Salem for decades.

They published their first board game in 1843, *THE MANSION OF HAPPINESS*. The game was a copy of an English game of the same name created by George Fox in 1800. A year later, they also published *THE GAME OF POPE AND PAGAN, SIEGE OF THE STRONGHOLD OF SATAN, BY THE CHRISTIAN ARMY* in 1844 (Figures 2 and 3), pitting 24 missionaries against the Pope and the Pagan, expressing the anti-Catholic sentiments present in American society at the time. Two years later they

issued a revised version of the same game, *MAHOMET AND SALADIN OR THE BATTLE FOR PALESTINE*, whose theme was the Crusades. Both games were based on the game of *ASALTO*, itself a variation on the game of *FOX & GEESE*.

THE MANSION OF HAPPINESS was published by at least one Ives family member continuously until the late 1860s. Another popular game published by the Ives brothers was *DR. BUSBY* (Figures 4a and 4b), the creation of Anne Abbott. The daughter of a clergyman, she was quite prolific as a game inventor, author, and editor.

While Ives sold the game for many years, they did not have exclusive rights. Many companies, including Milton Bradley, J. H. Singer, Parker Brothers, and Selchow & Righter, all published their own versions of the game. McLoughlin Brothers sold a knock-off, *DR. FUSBY*.



Figure 2: Pope and Pagan

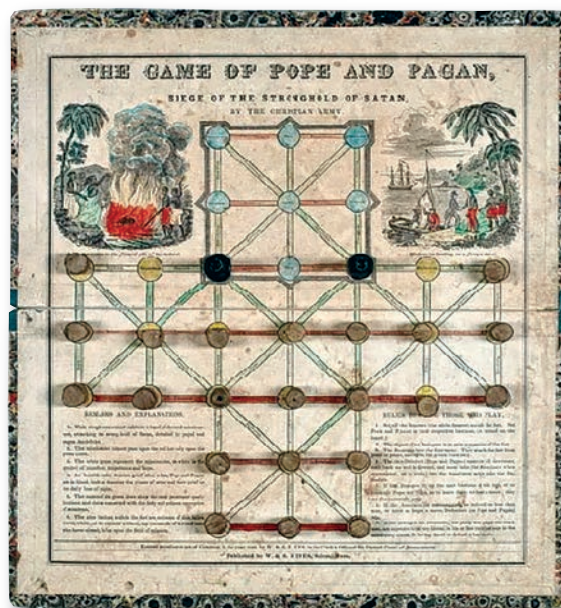


Figure 3: Pope and Pagan game board



Figures 4a:
W. S. & B. Ives
DR. BUSBY

4b Playing
cards associated
with the game



In 1854, W. & S. B. Ives dissolved. William kept the newspaper side of the business and Stephen (Figure 5) kept the copyrights to the games. It appears the brothers remained on good terms and Stephen's sons were involved with both their father and their uncle in various business activities, particularly with the book business. William kept operating the newspaper, bringing in George W. Pease as a partner. Following William's death in 1874, Pease continued the newspaper. Stephen started an importing



Figure 5: Mr. & Mrs. Stephen Bradshaw Ives, Jr.

and mercantile business in Boston with his son David, but still retained his residence in Salem. William and Stephen's brother, John Mansfield, while seemingly not in business with his brothers, did publish his own game in the 1850s, the GAME OF TRAVELERS (I have not seen an image of the game, but wonder if it was similar to the "traveler" series published by Lockwood —JP).

Stephen's sons David Perkins and Henry Perkins both published games and Henry eventually operated the Old Corner Bookstore (Figure 6). His business card from the 1880s is shown in Figure 7. David's edition of

THE MANSION OF HAPPINESS is the edition that is most often found (Figure 8). While Stephen, Jr. also published THE MANSION OF HAPPINESS, he attended Harvard and then established a successful law practice. He died in 1884, a year after his father died in 1883. In the 1880s Henry seems to be the sole Ives brother with the rights to the games and in the late 1880s sold the inventory and rights of all Ives games to a young George S. Parker, also a resident of Salem. Parker published his own version of THE MANSION OF HAPPINESS in 1894 (Figure 9) as well as a 1926 version.

McLoughlin Brothers published the game in 1895 which resulted in a lawsuit brought against them by Parker, which Parker won.

On record there were more than 20 games published by the Ives family during its 40-year history, including the very successful GAME OF DR. BUSBY. They also published a NINE MEN'S MORRIS game. (Refer to the AGPI Games Catalog for a list of games.) The Ives family were leaders in Salem and well respected, which is why it was a shock to the community when, in 1890, Stephen Jr's son, George Burnham, Harvard educated and a Salem attorney like his father, was arrested and confessed to multiple accounts of forgery in excess of \$20,000.

In addition to the forgeries, he was guilty of embezzling an additional \$7,000 or \$8,000 and his wife's funds, of around \$60,000, were depleted. He had been an Assistant District Attorney and a director in the First National Bank, which made his crimes all the more shocking. The amount of the forgeries he was officially charged with amounted to \$17,225. He reported to friends the money mostly went to maintaining an "extravagant" lifestyle. He was sentenced to eight and one-half years in prison. While incarcerated he managed to pay back a good portion of the money he appropriated, and eventually took charge of the prison school.

While in prison, Ives developed a skill with translations. He produced superior translations of works by Balzac, Daudet, Gautier, Hugo, and others. He also, in 1907, produced a comprehensive bibliography of the works of Oliver Wendell Holmes. After serving his sentence he became an editor for *The Atlantic Monthly*. It seems a tale of 'two men, but if there is any true redemption, it appears George Burnham Ives may have found it.

There still are buildings in Salem once owned by the Ives family, but if you want to imagine yourself at the Old Corner Bookstore, visit Fountain Place at 232 Essex Street (Figure 10).

AGPI

Figure 10:
Fountain Place
in Salem, MA
at 232 Essex Street



Figure 6: Henry P. Ives Old Corner Bookstore



Figure 7: Henry P. Ives business card

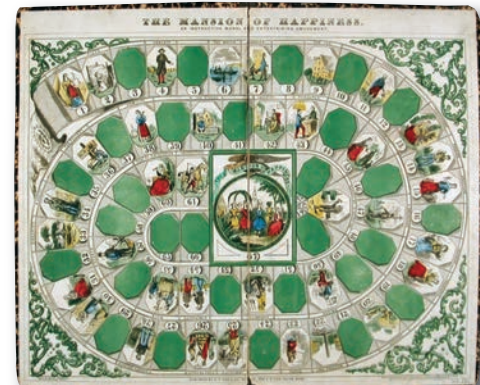


Figure 8: David Perkins Ives' edition of
THE MANSION OF HAPPINESS



Figure 9: Parker Bros. THE MANSION OF HAPPINESS, 1894



METROPOLIS

De strijd der Robots (The War of the Robots)

PRELUDE

Article by Fred Horn

Part 1

A: Looking through the Dutch website “Marktplaats” (in early July 2016) I saw an advertisement with the following content:

Beschrijving

Zeer uniek UFO bordspel, door mijn vader ontworpen (aantoonbaar!) in de jaren '70.

Heeft iets weg van stratego en risk, maar dan toch weer anders.

Ze zijn in beperkte oplage uitgegeven, mijn vader heeft de verkoop in Amsterdam moeten staken wegens gezondheidsproblemen.

Voorkant ontworpen door Gideon.

Ik ben nu de enige die de resterende spelen verkoopt. Ze zitten nog in de originele folie, en met boekje met beschrijving, uitgever e.d..

Daar staat ook in dat hij de ontwerper is.

Translation:

Description

Very unique UFO boardgame, invented by my father (demonstrable) in the 1970s.

Is a little bit comparable to STRATEGO and RISK, but at the same time different.

They are published in a limited edition, as my father had to stop sales in his small bookshop in Amsterdam because of health problems.

Front is designed by Gideon.

At the moment I am the only one selling the games. They are still wrapped in the original foil, and with booklet with specification publisher a.o..

Also, in it is stated he is the inventor.

Especially the mentioning of the ‘demonstrable’ authorship forced me to immediately make contact with the selling party, a certain Mrs. Ellis de Jager, who had no objection to give me her father’s phone number and address for making an appointment for an interview, because such an opportunity—to get more information about the history and background of a game—could not be missed!

In the end, the history of METROPOLIS proved to be far more complicated than the moment I asked Ellis to get me in contact with her father that I could have thought of in my wildest fantasies.

The game was not only a ‘brainwave’ from Jaap de Jager but very soon it was obvious in researching it there was a much more complicated story about the history and development of the game as it was manufactured and published. Besides there were a lot more individuals than only Jaap involved.

As well there was a photo of a game I already knew, a game I purchased years ago for my collection (now part of the accumulation in the Vlaams Spellenarchief—recently renamed: Spellenlab—in Bruges Belgium).

The first real Sci-Fi game



INVOLVED INDIVIDUALS

B: The following people played a role in the story of METROPOLIS

Ellis de Jager, who by accident, made me start the research.

- 1 **Jaap de Jager**
- 2 **Rian van Meeteren**
- 3 **Rob (A.J.) Zielschot**
- 4 Others involved, such as **Puk van Beekum** and his son

In the following sections their roles in the dramatic events will become clear.

JAAP DE JAGER

During one of the last weeks of December 2019, Ellis sent me a note stating the sad news of her father's death on the 15th of that month.

For me, everything started when I first met Ellis's father, because this story about METROPOLIS began then and there...

And thus, I waited on Saturday, July 16, 2016, after my call to make an appointment, on the doorstep of Jaap de Jager's street-level apartment at the Amstelkade in Amsterdam for an interview. A fragile looking older gentleman opened the door and, in a friendly way, said 'Come in.'

On the table there was a game box of METROPOLIS, an example he already had brought up out of his cellar especially for me. Inviting me to sit down he started by saying that this one was a present just for me and, at the same time, he explained that there were still about 80 more stored downstairs. And, because of my visit, he had searched and found a copy of a little leaflet with the information: "Kortom: Zo Speelt U METROPOLIS" (In short, this is the way to play METROPOLIS).

For the rest of the existing 250 games (he said 'surviving' which will be explained later!) I had to contact his daughter Ellis because: "She tries to sell them on *MarktPlaats*, an internet auction site."

During our conversation Jaap had to confess he was 'sorry,' he could not give me much 'background information' due to the fact that the material for the game was not available anymore! Just a year prior he had cleaned up and cleared out all what he had kept for years (models, papers, etc.). It was all thrown away except for a few things he had given to his daughter. How could he have ever imagined someone would be interested in all that old stuff?

This was all about his "WWII Wargame" because of that game's transformation into another with a Science-Fiction based theme executed by a certain Rob Zielschot who also named that clone METROPOLIS. It was a pity Jaap was only able to provide limited information, but after my conversation with Rob Zielschot (See 3), I had additional questions for Jaap. That is why I visited him a second time on September 13, 2016 to verify some new information I had discovered.

During this second visit to Jaap it became much clearer to me that the company named Barnett had certainly played a nasty role related to the publication of the game. My then existing strong impression was truly confirmed—that Jaap de Jager and game-developer Rob Zielschot were cheated and played off against each other by father and son van Beekum. (See 4)



Jaap de Jager with his game METROPOLIS

RIAN VAN MEETEREN

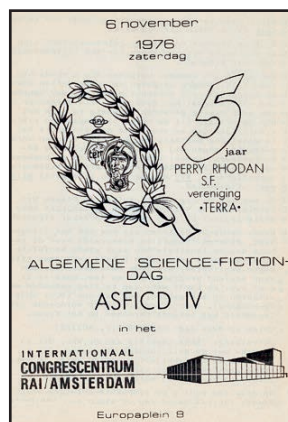
In the May 2016 issue of *Spell!* magazine (Volume 19, Number 4), Rian van Meeteren, cofounder of Ducosim, looks back on its 40-year history. Initially the game association consisted of just role-playing gamers in Holland, but later on included all game buffs.



Rian van Meeteren

Rian starts as follows:

"We gebruikten 1976 om onze bekendheid te vergroten en nieuwe leden te winnen. We gingen als demo-teams naar de science-fiction-conventies Haga Con (in Den Haag) en ASFICD IV (ook bekend als de Perry-Rhodan-dag) op 6 November 1976 in de RAI.



Op onze informatiestand verkochten we ook spellen die we zelf geïmporteerd hadden. Hier wisten we veel nieuwe leden te werven en zo werd ook contact gelegd met Rob Zielschot, die als redacteur..."

("We used 1976 for making us more widely known and to attract new members. We attended as demo-teams the science-fiction conventions Haag Con (in the Hague) and thereafter ASFICD IV (also known as the Perry-Rhodan Day) on November 6, 1976 in the RAI (a large exposition hall in Amsterdam —F.H.). We had also sold games we had imported ourselves at our information booth. It all resulted in getting a large number of new members and there too contact was made with Rob Zielschot, who as editor ...") >>>

And through a conversation with Rian (via mail), he provided me additional details:

“Na het (eenmalige) optreden van Ducosim op de Terra/Perry Rhodan dag in 1976 (zie mijn artikel in de afgelopen Spell!) werd ik door de heer de Jager benaderd omdat hij zelf een spel bedacht had. Ik ben toen in Amsterdam bij hem op bezoek geweest (dat was de eerste keer dat ik met mijn rijbewijs net op zak in de spits met de auto in Amsterdam zat).

Het spel had toen nog niet een duidelijk Science Fiction karakter. Waarschijnlijk heb ik als verbinding tussen de heer de Jager en Rob Zielschot gefungeerd. Rob heb ik ook op de Terra dag leren kennen en deze trad kort daarop als redacteur van ons blad toe (en verzamelde een ongelooflijke hoeveelheid wargames). Rob heeft Metropolis onafhankelijk van Ducosim ontwikkeld (het is er wel gespeeld).”

“After the {one-off} presentation of Ducosim at the Terra/Perry-Rhodan Day in 1976 {see my article in the last Spell!} I was approached by Mr. de Jager because he had developed a game by himself. I then visited him in Amsterdam {it was my first time there by car and with my driver’s license in my pocket I got into an Amsterdam traffic jam}.

At that time, the game did not have any clear Science Fiction character. It is more than possible that I acted as a liaison between Mr. de Jager and Rob Zielschot. I also got to meet Rob on that Terra day and soon afterwards he joined the editorial staff of our magazine {and he collected a large number of war games}. Rob developed METROPOLIS independently {although it was played at Ducosim meetings}.

ROBERT A. J. ZIELSCHOT

Jaap de Jager, as well as Rian van Meeteren, always used the first name ‘Rob.’ Robert continually presented himself as RAJ Zielschot, using RAJ as an alternative for his real ‘first name’: Robert. Next to his real name he used the pseudonym Raymond Donkersloot as writer/author.



Robert A. J. Zielschot

During our call, Rian van Meeteren informed me, “To get more information on METROPOLIS you must in fact talk with Rob Zielschot because the game I played at Jaap’s home was in my opinion, and as far as I remember, more like a ‘normal’ war game.”

But how was I to find Robert Zielschot, who had seemed to “disappear from the earth!”

Jaap de Jager couldn’t help me because, as he said: “I met him only a few times in the past and after the publication of the game I lost all contact with him. I have no idea where he lives today or even ‘if he is still with us’.”

Jaap did not tell the whole truth here (about seeing Rob in the past) because of the animosity between them that developed during the process of publishing the game later on.

Also searching on the Internet did not provide much information about Mr. Zielschot.

N.B. That was back in 2016 and there is still very little to find out about Robert. Meanwhile, only two of his games, published in the magazines “Space Story” and “Info” are available. In the last chapter of this article (ENDGAME) other games by Jaap and Rob will be discussed.



Spell!: Source Ducosim.nl

In the end, Han Heidema (then chief editor of *Spell!*) was my “saving angel.” He had tracked down all of the individuals from the former editorial staffs because of Ducosim’s 40th year anniversary, so he could easily forward me addresses and phone numbers! And after a call and some emails, I was welcomed for an interview on August 5, 2016.

“You have to drive all the way to Heerlen” Rob had said because that is where my residence is now. So, after a three-hour trip, arriving at 10:00 p.m., I stood at the front door of a wonderful restored miner’s house. After ringing the bell the door was opened by a friendly gentleman who invited me to come in.

The information Rob presented in that interview revealed that much of my first writing was (as he mentioned) full of flaws and faults about dates and events. This was reason enough for me to revisit Heerlen again on May 21, 2017 to inquire about additional information and corrections.

OTHERS INVOLVED

In the rulebook of METROPOLIS a firm out of The Hague is mentioned as responsible for the production and sales promotion of the game: ‘Barnett Imp.-Exp.’.

The owner was a certain Mr. Puk van Beekum, and he, and afterwards his son as well, played a role in the story about the game of METROPOLIS. More information concerning this company and its owner could not be traced or found.

As far as I know and also as the end result of my research on the subject, no additional individuals and/or parties are involved in the process of development and publishing of the game METROPOLIS.

FROM WAR GAME TO SCI-FI GAME

Based upon the memories of the individuals interviewed the following overview of events associated with the development and publication of METROPOLIS, are put into a time schedule:

- A ➡ Jaap de Jager developed a War game and made a wooden version of the WWII game
- B ➡ War gamers, among them Robert Zielschot, learn about the game and play it
- C ➡ Robert is, in his role as publisher, interested in the game for publication
- D ➡ Robert changes the theme of the game and reworks it into the METROPOLIS game
- E ➡ For the production and the sales management of the game, the firm Barnett is chosen
- F ➡ Agreement with Barnett concerning financial matters (Jaap and Rob will finance the production)
- G ➡ After realization of production by Barnett both investors receive 100 games
- H ➡ Robert gets into a business conflict with Barnett which in the end turns into a lawsuit
- I ➡ Barnett is in trouble, owner Puk van Beekum is sentenced to jail
- J ➡ Jaap gets a message from Barnett—continuation of production is only possible when he signs for another supplementary loan, which he accepts
- K ➡ Barnett does not respond anymore and delivers no more games which causes Jaap financial problems
- L ➡ ‘Out of the blue’ the son of the imprisoned owner offers Jaap the complete amount of produced games as ‘payment’ for his loan and investment—a total buyout of production complete with all attachments
- M ➡ Handling over of the games and all material to Jaap
- N ➡ Jaap sells games at gatherings and in his own shop, which helps him succeed in getting back the sum of his loan and invested money
- O ➡ After closing his shop, the unsold games are stored in the cellar of his home at the Amstelkade
- P ➡ Jaap’s cellar is flooded with high water (canal in front of his home). Most of the games are “lost” due to water damage
- Q ➡ The surviving good inventory of games is sold via Marktplaats by Jaap’s daughter Ellis

N.B. It is helpful to know that the timeline descriptions summed up above, just to be able to tell the story of the game METROPOLIS, is my (F.H.) selection out of all I’ve been told and given as information during my interviews with Jaap and Robert.

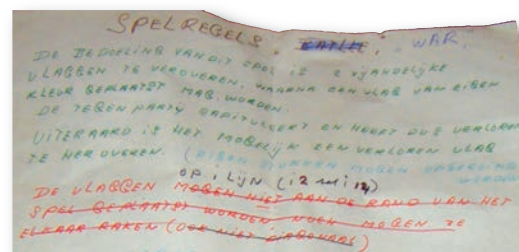
For Jaap de Jager, as well as for Robert Zielschot, the game itself was only a small part of their memories (and for them not so interesting) about all that had happened around its development and production. The above given choice of events is completely mine!

A ➡ Jaap’s War Game

From some notes Jaap had made on some papers, now in the possession of Jaap’s daughter Ellis, it is clear that Jaap thought of a “Wargame”:

Translation:

GAME RULES
 “BATTLE”, “WAR”,
 The object of the game is to capture 2 of the enemies’ flags, after which a flag of their own color may be placed. The opponent capitulates and loses the game. Of course it is possible to recapture a lost flag (own pieces ??? .. ?)



So Jaap did develop (in the 1970s) a bright idea into a kind of a WWII game, and when friends and gamers liked to play his game, they pushed him towards publishing it to make it more widely known.

For his own Amsterdam players group, which for a short time held real competitions, the (test) version Jaap had made out of wood was used and a ‘Ping-Pong table’ was turned into the game board by drawing lines and pictures on its surface! The table has since been lost but Ellis still has a box with all of the self-made playing pieces.



Jaap’s original wooden pieces

On August 5, 2016 I visited Ellis in Velhoven, but she could not add much to her father’s recollections. After her parent’s divorce, when she was seven years old, there were only a few opportunities to see and meet her father. Her only memory about the game was sitting at the ‘Ping-Pong table’ in their house at the Hemonystraat in Amsterdam, while helping with the construction of the game pieces.

But who was Jaap de Jager? Let’s tell his (condensed) story:

Jaap was born in Amsterdam in 1934 on ‘Kattenburg’ (a small ‘island’ district near the Centre). Tough times were had during the ‘Big Crisis of the 30s’ in the Kattenburgerdwarsstraat. It worsened during the war when his father was ‘picked up’ and transported to Germany to work for the “Arbeitsdienst.” Jaap was an only child alone with his mother and it was not easy in the so called “Hongerwinter van 1945” (Winter of hunger). Luckily his father survived the hardships and returned home.

Because of the war Jaap’s schooling was limited and ‘real life’ started when he had to go to work at age fifteen. First in a grocery store owned by Mr. van Amerongen, (later ‘taken over’ by Albert Heijn). Jaap saw a future in a new concept for these types of stores which originated in the USA and so he started his own self-service grocery in the Hemonystraat 25, the first one in Amsterdam. When bigger chains took over the concept he couldn’t compete and thus closed his shop and changed to selling and exploiting all kinds of automatic machines; from cigarette- to slot-machines.

In 1974 at age 40, he opened, in another district of Amsterdam, the “Watergraafsmeer” on the Hogeweg, a bookshop concentrating on Parasciences and Science Fiction. In 1997 because of private circumstances he had to close its doors. For Jaap, this establishment was an ideal place to sell his game METROPOLIS. It had been published in 1978 and sold for the price of 34,50 Guilder.

Jaap de Jager died on Sunday, December 15, 2019 at his home at the Amstelkade in Amsterdam. >>>

B ➡ War gamers, among them Robert Zielschot, who became aware of the game

In the early 1970s Jaap started as Treasurer and later became Chairman of the SF society “Terra,” which owed its founding to the (worldwide) adoration for the SF series “Perry Rhodan”—originally out of Germany.

In the story about how Ducosim was founded, as told by Rian van Meeteren, he mentions how Robert (Rob) Zielschot was already involved. Rob had met some members of Ducosim before and one individual from Utrecht had made him join the club, after which Rob persuaded them to get a booth at the Terra/Perry Rhodan Day on November 6, 1967 in the RAI (a big exhibition center in Amsterdam). Rob was there with a stand to promote his publishing house ‘RAJ Publications’; to be the translator during a talk by two German Perry Rhodan authors; and to assist a group of convention participants who played his “Perry Rhodan board game”—one where a computer had to be used which was very innovative at the time!

Robert became thereafter part of the editorial staff for the first published magazines as a ‘non-official’ editor. Soon he was well known in Ducosim circles because of his SF publications and his large collection of War games which lead him to meet other ‘gamers’ for playing his games—‘War gamers’ like Rian van Meeteren and Michael Bruinsma (in 2022 owner and the CEO of 999 Games, a Dutch games publisher), who at that time had begun importing War games. All in all, it was an unexpected “get together” on that Perry Rhodan Day in the RAI in 1976. Robert still remembers the events clearly:

“In 1971, during the day, I took lessons at a computer school while working at ABN (Amsterdamsche Bank Nederland) in Amsterdam. Although I was living in Utrecht, I did not return there immediately after work but instead visited ‘members of the board’ of the SF club TERRA. TERRA published a club newsletter and I offered help with the editing and the publishing.

I started at first only writing reviews and assembling lists of published SF series but soon after that I started writing ‘short stories’ for the club—first under my own name and later on under my pseudonym “Raymond Donkersloot.” In the end I typed all of the text for the publication and produced it on my own stencil machine at home. Also on my own, I took charge of the text, drawings, and layout for the Terra periodical.

One other Terra member, Mr. Slotema, often helped me with the stenciling, sorting, and stapling of the printed leaflets. My last publication in the periodical was the “Kry’angh Sage” story, published for the first time, complete, in issue 92.



SF Terra 92:

Source: www.deboekenplank.nl

Terra existed for some years and the Board decided to run a big SF convention in the RAI. To get funds they asked for support and money from the publishing firm ‘Born.’ When the firm agreed, in return Born wanted additional promotion for the Dutch Perry Rhodan magazines they published. Born also asked me to invite some of the German writers to attend, thus I reached out

to K.H. Scheer, but he wasn’t interested (Scheer did not at that time attend P-R conventions, though later he would.) VOLTZ and ERNSTING (pseudonym Clark Darlton) promised to come (Ernsting was easy! If alcohol was present, he’ll show up!).

Because of my connection with these Perry Rhodan writers, I automatically became part of the organizing committee and a participant in all of the deliberations with Born concerning the convention. One of my tasks was to find as many interested groups as possible who wanted a booth in the large hall of the RAI, so in that respect I got in touch with all my relevant connections like: Stripschrift; Ducosim; HCC, and a lot of cartoon shops. It was there on that day in the RAI that I met Rian van Meeteren for the first time.”

But what was the connection to, and how did Robert get a relationship with, these Perry Rhodan writers? Robert continues with the story:

“It was in 1968 while on holiday in Italy when I met a girl, and from that moment on I traveled by car for years from Utrecht to Como and vice-versa nearly each month for a “weekend.”

During these trips I always passed by the small town of Rastatt (the locale of the German publisher of the Perry Rhodan series) and at one point I decided to make a detour to visit Pabel-Verlag, the German publisher of the Perry Rhodan Hefereihe. They had bought the publishing rights from the much smaller Moewig-Verlag. At Pabel I was warmly welcomed, got a guided tour over the Perry Rhodan redaction, was allowed to see the “robot stockroom,” and during all this, was informed about all kinds of “Perry Rhodan news!”

From that moment on I often paid a visit to the Pabel-Verlag when we (I was married at this time) traveled to Italy. While my wife relaxed in a “club chair” in the hall with a snack and a drink I entered the building to see and hear about the latest “new things” and where I was introduced to people who were involved in the Perry Rhodan publications.

This was really a plus when I started with the redactional work for the magazine “SF Terra” of the Amsterdam SF society Terra, and also when I began writing stories. Besides having my articles in Terra, some were published in “Stripschrift,” “Oberon,” and “Ciso.”

Robert initially came in contact with Jaap de Jager during the board meetings of Terra. They got along very well together and then Jaap informed Robert that he had invented a game. Because it was a War game, Robert showed interest and wanted to see it, so they scheduled an appointment at Jaap’s home. There, made out of wooden figures, exhibited on that table tennis table was Jaap’s game ready to play, and they did.

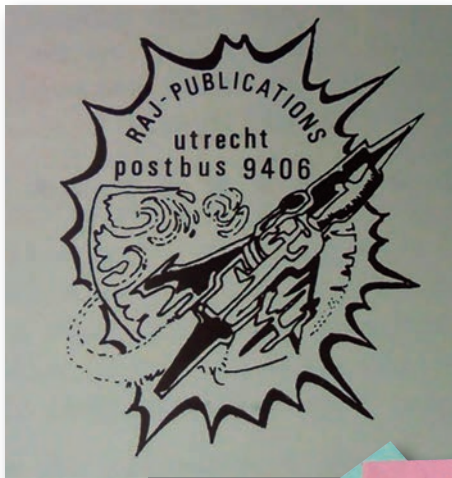
Robert liked the game very much and Jaap mentioned his intention to publish it, and maybe that was something for Robert to do! Robert had some doubt concerning his possibilities to finance such a publication. Thus, he hedged saying not ‘yes or no’ but rather ‘I will think about it’.

C ➡ Preparations that led to the publication of the game

As a “Science-Fiction fanatic” *from the beginning* and foremost a fan of Perry Rhodan, Robert had, through his visits to Germany, widened his knowledge and contacts which resulted in a real fascination for the subject SF.

The story about METROPOLIS cannot be written within the right context without relating Robert’s background as a writer and publisher of ‘Science Fiction’.

His ‘drive’ to publish more soon turned into the setting up of his own firm R.A.J.-Publications and its registration at the KvK (Chamber of Commerce):



One of the first productions appearing in Robert’s new firm was a small magazine “INFO,” a periodical run completely by Robert himself: the writing of the articles, the printing on his stencil machine at home, the administration, and the distribution!



“esfef” magazines. Source: www.bobbedoes.nl

RAJ-Publications firm is established

“INFO” magazines published by RAJ-Publications

In “*The History of the Science-Fiction Magazine, Volume 3*” Michael Ashley wrote in Appendix 1: “Two of the fans involved with the club (*Terra*, —F.H.), Kees van Toorn and Robert Zielschot, produced their own fanzine, “*Atlan*,” and in 1977 both attempted to convert it to a professional magazine. They called it “*esfef*” and both appeared in January 1977. Zielschot continued with the name while van Toorn relaunched his publication as “*Orbit*” from Autumn 1977 up to Summer 1978. Zielschot’s “*esfef*” lasted for nine issues (*Incorrect, 10 issues were published of which the first seven were by Robert.* —F.H.) until 1979.”

This initiative for a new magazine was driven by Robert’s intention to improve his publications. Because of his large network and friendly relationships with his connections he was able to get access to information and products that were out of reach for others.

In this respect he did meet Pierre Boule (author of the ‘*Monkeyplanet*’); contacted Puk van Beekum (publisher of the magazine “*Space Story*”); and Manuel van Loggem (the individual who later gave his permission and provided the material for producing the publication “*Morgen No. 6*”). Martin Lodewijk gave his approval for the publication of his 10 volumes SF-strip in three parts.

N.B. Because of the shut down of Robert’s publication firm only part 3 was published. All of the printer’s proofs for the first 2 parts are still in Robert’s possession.

Via the fanzine “*CISO*” he met drawing artist Bert Bus and published his Science-Fiction strips *Olaf Noord*; *Cliff Rendall*, and *Tina*. For getting permission to publish the old cartoon strips *Tom Wells*; *Lex Brand*, and *De Groene Straal* (The Green Ray), he found and contacted the artist B. Abas in Australia.

N.B. Again only the first volume of Tom Wells was published. The proofs of the other 3 volumes and of De Groene Straal are still with Robert.

All Robert’s activities as stimulator, editor, and hobby-publisher of magazines and books coincided with his normal day job, work that started in 1973 at the NS (Dutch Rail) as ICT-er, which became the kind of employment for the rest of his working days.

As mentioned, the first issue of Robert’s ‘magazine for fantasy literature and comic stories,’ the periodical “*esfef*,” was launched in 1977. In the “world of comics” this magazine is still legendary although only 10 issues were published . >>>

Robert was the creative force behind the publication and the ‘layout’ for the first seven issues was done by him at night using a glass plate with a neon tube underneath. He typed the text on his IBM type machine and then cut and glued everything by hand. A 4-color cover was created using the glass plate and four transparent sheets of plastic.

The result of all this “Froebel work” was then handed over to the printing firm. All of the text in the magazine was written by Robert. To mask the writing (by only one person) he adopted pseudonyms, of which Raymond Donkersloot was the name he most frequently used. The same was done with the publisher’s name—he only used “RAJ-publications.”

N.B. It even went so far that Robert got permission from one of his NS colleagues to use his passport photo to represent the imaginary Raymond Donkersloot!

For issues 1 through 4, Robert paid (the authors) for all the ‘strips’ used and for the material. Wout Verkuil, the treasurer at the time, paid for the printing, but only for the first three issues.

On one occasion, the printer called Robert to inform him his magazine “*esef 4*” was ready to pick up but that Wout didn’t want to pay for the printing or delivery. Robert called Wout who only replied, “He had nothing to do with that magazine!” Thus ended Wout’s role as treasurer and all of the money was gone as well: *end of story!*

Robert then remembered his polite conversation with the owner of the publishing firm Barnett, Mr. Puk van Beekum, and considered a partnership with him concerning the magazine “*esef*.” Mr. van Beekum was interested and after a productive meeting at Robert’s home they agreed that:

- 1) van Beekum would pay for the printing of “*esef 4*” and take care of the distribution of the magazine
- 2) Robert would continue with compiling the future issues
- 3) Robert stayed on as the rightful owner of “*esef*” and its content
- 4) van Beekum would organize the printing at a new firm and would also pay for any future printing costs
- 5) Robert would get a budget of 5000 guilder for each issue to cover his costs
- 6) The agreement would start with the publishing of “*esef 5*”
- 7) The agreement should be put on paper and signed by both parties

N.B. Within the “World of Cartoons” ‘esef’ is still today a legendary series. In the introduction of the republication of artist Don Lawrence’s “Het Verschrikkelijke Wapen” (The Terrible Weapon) with a scenario by Raymond Donkersloot (Robert’s pseudonym) we can read the following:

Van 1977 tot 1979 tekende Don Lawrence de strip ‘Het verschrikkelijke wapen’ dat werd gepubliceerd in het toenmalige science fiction tijdschrift ‘Essef’. Dit veelbelovende magazine dat driemaandelijkse verscheen, startte in 1977 met nieuw werk van Gideon Brugman en Bert Bus. Nadat met het verschijnen van het tweede nummer ook Willy Lohman aan de tekenstal werd toegevoegd, startte Don Lawrence met het verschrikkelijke wapen in nummer 3 op tekst van Raymond Donkersloot. Dit werd groots aangekondigd want Don had natuurlijk al naam gemaakt met ‘De opkomst en ondergang van het keizerrijk Trigie’ en was inmiddels begonnen aan zijn nieuwe successerie ‘Storm’. Hoewel Don een lage produktie had, kon hij toch twee pagina’s per kwartaal leveren. Hij was zelfs verantwoordelijk voor een aantal coverillustratie’s. De laatste uitgave van Essef ‘nummer 10’ verscheen aan het eind van 1979 waarmee een einde kwam aan dit prachtig tijdschrift. De twee pagina’s die Don nog had getekend voor nummer 11 bleven ongepubliceerd. Nu, veertien jaar later heeft Don opnieuw zijn penseel ter hand genomen en samen met Chuff de negentiende pagina getekend waarmee het verhaal tot een einde werd gebracht.

Translation:

From 1977 up to 1979 artist Don Lawrence drew the cartoon strip ‘Het Verschrikkelijke Wapen’ (The Terrible Weapon) that was published in the then existing science fiction magazine ‘esef.’ This very promising three-month periodical started in 1977 with new work from Gideon Brugman and Bert Bus. After the release of the second volume, Willy Lohman also became part of the artist lineup and Don Lawrence started with The Terrible Weapon in issue number 3 with script by Raymond Donkersloot. This was a splendid announcement because Don had established his name with ‘De opkomst en ondergang van het rijk Trigie’ (The rise and decline of the Trigian Empire) and had begun his new success series ‘Storm.’ Although Don was slow in production, he was able to contribute two pages each quarter. Besides he was responsible for some of the cover illustrations. The last issue of “esef,” Volume 10, appeared at the close of 1979 ending this wonderful magazine.

The two pages drawn by Don for issue 11, remained unpublished.

Now, fourteen years later, Don picked up his brush again to draw, together with Chuff, the 19th page to complete the story.

N.B.

- 1) *The latest issues nr. 8, 9, and 10 were realized by the printer firm Barnett. Robert was not involved or responsible anymore.*
- 2) *Cuff is Don’s son.*

It was during this time due to the success of “*esef*,” (which could also give it a boost), that Robert wanted to publish his “Perry Rhodan Game”—not just ‘locally’ but ‘international!’

But this proved to be too complicated because the game needed a direct link with a computer and someone acting as the role of “game leader.” Then Robert remembered Jaap’s war game which could be a welcome alternative.

► From War game to the SF game METROPOLIS

As mentioned earlier, it was via Terra that Robert Zielschot met Jaap de Jager, who, because of their shared interest in SF as well as war games, showed Robert his self-developed war game.

Acquaintances of Jaap had already tried to persuade him to publish his game so it was no surprise he was positive about a cooperation with Robert to get the game on the market. To Robert’s surprise Jaap showed up at the next meeting together with his lawyer! The result of their talks was that Robert would take Jaap’s rules as a guiding principle for his thoughts on their, to be marketable, game.

Although the game mechanism was invented and developed by Jaap de Jager, the further specification, development, and layout/concept artwork was all Robert’s. This was already mentioned before by Rian van Meeteren: “Rob heeft het spel zijn thema en vorm gegeven (Rob gave the game its theme and form).”

Taking Jaap’s WWII game as a starting point, Robert’s first idea was to turn it into a Perry Rhodan-themed variant that could also be of interest to the German market. Upon contacting the Rhodan Publishing Company it was learned that publishing any kind of ‘war game’ in Germany was not possible at the time! Turning to the Dutch firm Jumbo for advice, they told him as well that a ‘war game’ was ‘not an option’ in the present market.

But it was of course a game with battling armies. Thus using another entirely different “theme” seemed a reasonable solution. At that time the first Science Fiction film with battling robots was a real ‘hit’ in Holland. Using robots instead of people appeared to be more likely.

So, the game became a battle of robots and it was also visioned, by Robert, to be in the future. A future where people do not fight among themselves, and in that way, Robert thought there would not be any connection with WWII anymore.

Because of the success of the film, he did not hesitate to pick the title METROPOLIS as the name for his SF-game!

The ‘artwork’ (drawing of the illustrations for the board and cover and the design of the game pieces) was commissioned by Robert to cartoon artist Gideon Brugman for which he himself paid a total of fl. 1600, (= 1600 guilders).

N.B. The invoice Robert offered to Barnett was never paid! Also, the original painting for the cover by Gideon was never returned to Robert. The painting was part of the material Van Beekum’s son (see M) handed over to Jaap. It is now in the possession of Ellis, Jaap’s daughter:

Robert wrote down the (very extended) rules that had to be readjusted from Jaap’s version because of the new theme, but also because of the introduction of 4 Metropolises per player (winning by capturing 3 of these) and the possibility to land on an “aircraft carrier” at sea.

Negotiations with or getting feedback from Jaap concerning the adapted rules never took place. And the choice for plastic game pieces (as turned out a rather costly decision) was made by Barnett without consulting Robert or Jaap.

E► The firm Barnett is chosen for the production and the sales management

Because of the success with the first issues of his magazine “*esef*” Robert wanted to publish his Perry Rhodan game. But, as we learned before, such a game was not feasible for the German market, besides there was the necessity of having a computer to play the game. Thus when thinking about other options, Jaap’s war game seemed a good alternative. After contacting Jaap and thinking about it again his thoughts were positive about this idea.

Just then, Robert had found a new partner for his publication “*esef*”, a partner who also owned a publishing firm. He asked the owner, Mr. Puk van Beekum, if he was willing, and if yes, able to produce a board game and at what cost?

Jaap de Jager recalled during our talk that he had nothing to do with the printing or production of the game because of his lack of knowledge in these areas. He left it all to Robert Zielschot to handle their affairs. One of the companies they contacted was Jumbo but there wasn’t interest in the game.

Robert confirmed he had only a limited number of contacts with Jaap. After their first meeting where he learned about the game, they met maybe seven times. Jaap was not involved during the process of elaboration and left it all to Robert.

Mr. van Beekum was very interested and asked for more data. Robert, often in The Hague where he was pursuing a computer course, made appointments with van Beekum during his ‘in-between’ times or in the evening after his course to talk it all over. When van Beekum ultimately told Robert he could produce such a game for the sum of fl. 10,000. = (ten thousand guilder)—this price also included the change from cardboard pieces into plastic ones—Robert arranged a meeting with Jaap. This was the appointment where Jaap unexpectedly showed up with a lawyer. In this exchange Robert discussed what was possible and what was already proposed by van Beekum.

Jaap turned to his lawyer who said to him: “*Jaap you can deal with this man. He looks me constantly straight in the eyes. He is sincere!*”. And the meeting ended with the agreement to continue on with the project.

Robert informed van Beekum that Jaap and he desired to start it all and wanted to produce the board game. But now it was Robert’s duty to prepare the needed material (concept rules; artwork; etc.) to make it possible for Barnett to print and manufacture the game. But he was completely ‘at a loss’ on how to produce a board game and a second contact with Jumbo did not help him because they simply, as they said, could not give advice!

Turning the original WWII storyline for the game into a SF plot on a remote planet Robert commissioned Gideon Brugman (who at the time drew a comic for “*esef*”) to do the artwork for the board and box lid and also to design the game pieces.

Costs for the cover (800 guilder), the board (600 guilder), and the pieces (200 guilder) were first paid for by Robert himself. He would later claim these expenses to Jaap and van Beekum. But Robert never got that money back!

Robert wrote the rules in Dutch and van Beekum organized the translation into English and German (as agreed). Van Beekum also ordered a translation in French and mentioned that his cost was 600 guilder per translation.

Robert’s employer had at his disposal a number of plotters. In the 1970s these were very large and expensive machines. He was allowed to ask one of his workmates to handle the largest plotter for him and after giving his colleague the exact form and measurements Robert stood next to the machine at 5 o’clock one morning to see the plotter drawing the lines for his board game. When the plotter lines and the drawings of Gideon were printed in exactly the same size, Robert put it all together at home on his glass plate and also added his RAJ logo. This ‘layout’ was all executed by Robert himself and thereafter these raw materials for printing the board, cover, rules and game pieces were handed over to Mr. van Beekum.

As well as doing all of the work, Robert also paid for the expenses out of his own pocket. Jaap, as well as van Beekum, seemed content with the outcome of Robert’s efforts. Jaap’s only contribution was in the delivering of the structure and mechanism of his war game, but Robert reworked that into a SF game which he called METROPOLIS after the name of this film where towns (metropolises) were captured in the future. AGPI



To be continued...

On the Origin of Map Jigsaw Puzzles:

Article by Geert Bekkering

“To teach children geography in a playful way”

Publisher John Wallis claimed in 1812 that he was the “original manufacturer of dissected maps and puzzles,” beginning in 1782. (Shefrin, 2003, p. 80) His claim went undisputed for 160 years. But Linda Hannas rewrote the history of the jigsaw puzzle in 1972 with her research on John Spilsbury (1739-1769).

to cut apart along the borderlines the provinces of a country depicted on a map, throw them in a heap and instruct the pupil to sort the pieces and put them together.” (Hauber, p. 47)

Seven years later French educator Louis Dumas (1676-1744) wrote: “Another way a child will enjoy being shown geography, is cutting a card map in small equal squares, or unequal squares, when you decide to cut along the lines of latitude and longitude, and show the child the way of arranging them to make a geographical map; be it a hemisphere, a piece of the world, France, etc. And when the child has a second geographical map as a guide in front of him, he will soon assemble the pieces of the dissected map.” (Dumas, pp. 143-145)

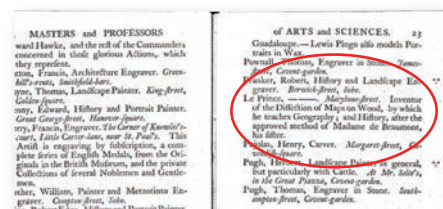


Map of Europe without Switzerland

Johann Caspar Wettstein, Lady Charlotte Finch, and Mme Le Prince de Beaumont met, from 1749 on, at the home of Lord Carteret/Earl Grenville. The three educators must have discussed issues of pedagogy.

4. Le Prince

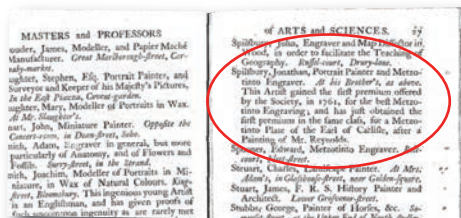
David Bailey, a fellow AGPI member, reviewed the same 1763 London directory that Hannas cites and found this listing: “Le Prince, ----. Marybone-Street. Inventor of the Dissection of Maps on Wood, by which he teaches Geography; and History, after the approved method of



Madame de Beaumont, his sister.” This listing is very intriguing, but there is no other information about Le Prince, not even his first name, nor about any puzzles he might have made. Shefrin (2003, p. 69) reports that Madame de Beaumont had two half-brothers who worked in the area of geography. Jean-Baptiste Le Prince (1734-1781) did some cartographical engraving, and had traveled to England. Jean-Robert Le Prince was a geographer who died in 1761 or 1762, in London where he had been living.

5. Madame Jeanne-Marie Le Prince de Beaumont (1711-1780)

Jill Shefrin made the case in 2003 that Mme Jeanne-Marie Le Prince de Beaumont was the first person to sell dissected maps, and thus their most probable inventor. (Shefrin, 2003, pp. 3-8).



Mortimer's "Universal Director"

She found that this London map maker designed, cut, and sold dissected maps as early as 1763. Hannas based her conclusion on contemporary documentation, along with many surviving Spilsbury puzzles dated 1766 and later. The documentation includes his listing as a puzzle maker in the 1763 London business directory (*Mortimer's Universal Director*) and his own undated price list. (Hannas, pp. 15-20)

Other scholars have put forward several other contenders for the title of inventor since the publication of the Hannas book. As of today, no earlier possibility has both contemporary documentation and an extant dated puzzle. However, there is abundant evidence that Spilsbury was not the inventor. In this article I review what is known about dissected maps that likely antedate Spilsbury's.

1. Educators of the early 1700s: Hauber and Dumas

Pedagogies of the Enlightenment introduced playful teaching methods to supplement traditional rote learning. They recommended using practical examples, building relations, giving connections, logic, reasoning and (literally) touching objects and material from everyday life.



The German teacher Eberhard David Hauber wrote in January 1725 about “ways to teach children geography easily and almost through play;

Eberhard David Hauber

Clearly educators had ideas about dissected maps and were discussing them even before Spilsbury's birth.

2. Covens & Mortier

At least 25 wooden dissected maps by Covens & Mortier of Amsterdam survive to the present day. Most show maps by Guillaume de L'Isle he published in the 1830s. I have also found many advertisements by private teachers in the early 1700s that stress the importance of teaching geography. But there is no contemporary documentation about the sales or use of the Covens & Mortier puzzles, just a much later 1785 advertisement.

3. Johann Caspar Wettstein (1695-1760)

Johann Caspar Wettstein, originally from Basel, spent most of his adult life in England where he taught the future King George III (1738-1820) and his younger brother. He also bought geographical books and maps for them. It is likely that he bought Hauber's book, which was in vogue at the time. He was a very rigorous teacher, and proud to be Swiss. To the princes, ‘Switzerland’ must have been associated with ‘unpleasant teaching’.

In 1744 Wettstein sent two dissected maps to the princes' Swiss governess. In an accompanying letter Wettstein writes that the drawings were his but he had to depend on craftsmen and craftswomen for the maps and dissections. He also explained that playing with these “games” would improve the princes' sense of geography. He asked the governess not to reveal the source of the puzzles because Prince Edward had told him he did not like Switzerland.

Long-time AGPI members will remember that Jill spoke about her research at the 2007 AGPI Convention in San Francisco.



Marie Le Prince de Beaumont (1711-1780)
(From: Galerie des Femmes Françaises
distinguées dans les lettres
et les arts. Paris 1843)

Mme de Beaumont operated a private school for young ladies in Henrietta Street, Cavendish Square, London circa 1755. In 1756 she published "*Le Magasin des Enfants*" in which she recommended teaching geography to young children with maps from Jean Palairet's 1755 *Atlas Méthodique*. Palairet had simplified the maps in his atlas for educational purposes; they showed only just major political boundaries, cities, rivers, and mountains.

An undated prospectus for de Beaumont's school refers to "wooden maps" that she required the girls to buy. Shefrin is certain that "wooden maps" meant dissected maps. Others suggest they could have been maps pasted to wood and covered like the hornbooks that children used to learn their letters. Alas, none of de Beaumont's wooden maps have yet been identified.

Shefrin also found mentions of education with "Madame Beaumont's wooden maps" in the letters of Mrs. Mary Delany (December 1759 and June 1760) and of Lady Holland to the Marchioness of Kildare September 28, 1762). Another reference to "wooden maps" comes from a 1765 letter from Thomas Grimstone, a student at Cheam School, to his father. He wrote, "I lost one of the Countis of my wooden map the name of it is flinshire do you think I can get another?" (Shefrin, p. 155) Young Grimstone's "wooden map" is obviously a jigsaw puzzle.



Palairet Les Pays
Bas dissected map

It is tempting to think that Madame de Beaumont asked John Spilsbury, then an apprentice to Thomas Jefferys in London, to draw and print maps for teaching the young. Spilsbury's maps were designed as Mme. de Beaumont advised, with just countries or counties, major cities, rivers, and mountains.

6. Lady Charlotte Finch (1725-1813)

Lady Charlotte Finch was governess to the children of King George III. The eldest child was the future George IV, who was born in 1762. Around 1765 she had a large cabinet made to hold Prince George IV's puzzles as well as those of older generations. When it came to auction in 2000 the cabinet still contained sixteen early map puzzles.

Shefrin (2003, pp. 88-123) pictures the sixteen puzzles and analyzes them in detail. She identifies eight as having been made in the late 1750s from maps in Palairet's 1755 atlas, according to the recommendations of Mme de Beaumont. There



John Spilsbury
Europe dissected map



are also two Spilsbury wooden dissected maps from the 1760s.

Shefrin concludes that the remaining six puzzle maps were cut "to the direction of" Lady Charlotte in the 1760s. Three wooden ones used map engravings by other publishers. Two are plain wood cut to the shapes of political boundaries and labeled in pen or pencil. One is plain cardboard, labeled by hand in pen, and possibly made by Lady Charlotte herself. It seems possible that among these six puzzles are those sent by Wettstein in 1744, but that they are unrecognized as such because their origin was concealed from the royal children.



Lady
Finch's
cabinet

A handwritten note inside the cabinet credits Finch with the invention of the dissected map. But this note was written by some unknown person in the 1800s. No other evidence supports this claim, and no scholar has accepted it.

Conclusion

Dissected maps were evidently in use before 1763 to educate children of noblemen. (Shefrin, 2003). For Britain there is a wealth of evidence about dissected maps: advertisements, letters and some puzzles in museums or private collections. John Spilsbury was the most important commercial publisher, but not the first maker of map puzzles. We have definitive written evidence that Johann Casper Wettstein commissioned wooden dissected maps in 1744 and gave them to the future King George III and his brother.

In France, despite the writings of Dumas, I have found hardly any advertisements for dissected maps, and only three eighteenth century French dissected maps survive. Nor are there any German or Dutch advertisements for dissected maps in the early 1700s despite the work of Hauber. Dissected maps must have played a role on the European Continent, but there so far is no proof.

In light of the earlier writings by Hauber and Dumas about using dissected maps in education, it seems likely that even before Wettstein other tutors and governesses to upper class children had asked local craftspeople create wooden dissected maps. The task for future research is to unearth evidence for this hypothesis



Goya painting of 6 yr. old
Don Luis Maria de Borbon y
Vallabriga. Oldest frame puzzle?

in the diaries and correspondence of educators and pupils. Many castle attics remain to be searched for early dissected maps and related materials. AGPI

References

- Bailey, David. "On the Origin of Jigsaw Pieces." unpublished manuscript, 31 May 2022. <https://docs.google.com/document/d/1zviQUMkuCnVh3NI6FIgWcTRryez0Xc2CLx7LoOP-Fhg/edit>
- Barber, Peter. *A Curious Colony: Leicester Square and the Swiss*. London: Jannuzzi Smith, 2011.
- Bekkering, Geert. *Stukje voor Stukje, geschiedenis van de legpuzzel in Nederland*. Amsterdam: Van Soeren & Co, 1988
- Dumas, Louis. *La Bibliothèque des enfants, ou les premiers éléments des lettres*. Paris: Pierre Simon, 1733.
- Hannas, Linda. *The English Jigsaw Puzzle, 1760 to 1890*. London: Wayland, 1972.
- Hauber, Eberhard David. *Zusätze und Verbesserungen sowohl zu dem Abriss und Versuch einer umständlichen Historie der Land-Charten insgesamt, als der Vollständigen Historischen Nachricht, von denen Land-Charten, bei Schwäbischen Craises, deß Herzogthums Würtemberg und Zeck, und übriger in Schwaben gelegener Provinzien insonderheit*. Ulm: Bartholomäi, 1725.
- Mortimer, Thomas. *The Universal Director*. London, 1763.
- Shefrin, Jill. *Neatly Dissected*. Los Angeles: Cotsen Occasional Press, 1999.
- Shefrin, Jill. *Such Constant and Affectinate Care*. Los Angeles: Cotsen Occasional Press, 2003.
- Acknowledgments.** I wish to thank Anne Williams for her editing and in-depth questions. David Bailey, who did a gigantic Internet search and was so nice to send it to me. Without the enormous help of Adrian Seville & Thierry Depaulis I would never have managed to get the information for the book in the acquired format.

About the Author. Geert Bekkering has written many books and articles about the history of Dutch and German jigsaw puzzles. He presented his earlier thoughts about the origins of dissected maps at the 2016 AGPI Convention in Princeton, NJ. His newest work *Playing with Maps: Cartographic Games in the Western Culture* (ISBN: 9789004544062) will be published soon by Brill of London. In addition to Geert's section on dissected maps, it contains sections by Adrian Seville on Cartographic Goose Games of the 18th and 19th centuries, and by Thierry Depaulis on Cartographic Card Games.

Article by Sybille Whitehill

FEEL LIKE TRAVELING TO EUROPE?



Cannes 2023 event poster photo by Sybille Whitehill

CONSIDER A VISIT TO SOUTHERN FRANCE. THE CÔTE D’AZUR HAS A LOT TO OFFER: LAVISH NATURE, THE MEDITERRANEAN SEA, HISTORIC OLD TOWNS, FINE CUISINE—AND, **IRRESISTIBLE** FOR GAME AFICIONADOS, THE FESTIVAL INTERNATIONAL DES JEUX (FIJ) IN CANNES EVERY YEAR IN LATE FEBRUARY.

A crowd gathers at the lello tables at Cannes 2023. Photo by Sybille Whitehill



What makes it particularly worthwhile to put this event on one’s schedule? I wanted to find out, so I attended this year and took a closer look. And, believe me, there was a lot to discover!

This time, the 36th FIJ took place from February 24-26, attracting about 80,000 visitors. With such numbers, you can imagine that the main exhibition area with its 300 booths on three floors of just one building got very crowded—so much so that the organizers temporarily closed the doors and didn’t let any more people in until the situation eased.

To extend the space from previous years, a new outdoor area had been created with tents for game presentations and playing activities—and trucks with street food, but even there, people waited in long lines to get specialties from France and other countries, for instance, sweet Japanese mochi.

THE HEART OF IT

All four days of the FIJ are a celebration of game-playing rather than a trade fair. This begins with the awards ceremony of the As d’Or, a prestigious game prize that also enjoys a high international reputation. Compared to many other ceremonies of that kind, the show is festive and entertaining, in keeping with its venue: Not only the Golden Ace is awarded in this hall, but also, in May, the Golden Palm of the Cannes Film Festival. If you are not an exhibitor or a journalist but also want to have a chance to get one of the almost two-and-a-half thousand coveted seats in the hall, you should book a “VIP” festival ticket way in advance.

During that evening in February 2023, applause and shouts of “*bravo*” filled the entire hall many times: for the short and crisp introductory speeches, for the video inserts on a large screen, and for the singing, dancing, and sketch interludes thematizing the development of a game. And, of course, for the heart of the show: the presentation of the game awards. There are prizes in four categories: children’s game (the 2023 winner was FLASHBACK: ZOMBIE KIDZ), connoisseur game (CHALLENGERS!), expert game (ARK NOVA), and family game, as the main prize and French Game of the Year (AKROPOLIS).





[Photos, sent via WeTransfer | Cannes 2023 Festival | venue_gf1.jpg | Cannes 2023 As d'Or_off.jpg | Cannes 2023 Post_Syb.jpg | Cannes 2023 Column_Syb.jpg]

Cannes 2023 Festival venue. Photo credit: ©Palais des Festivals et des Congrès de Cannes—Snapmotion

It was noteworthy that the awarded designers or company reps not only thanked the usual family, editor, and publisher. A staff member of Super Meeple also acknowledged the translator's work for the French edition of ARK NOVA. The designer of AKROPOLIS gave a special thank-you to two women: the project manager and the artist; and the guy from Gigamic explicitly mentioned the play-testers.

Another sign of appreciation of the contributions by people involved in games was that the five male and four female members of the jury—journalists and other experts from the game field—were mentioned by (first) name. And at the end of the one-hour show, all winners as well as all nominees gathered on stage, with hearty applause from the audience.

SAVOIR VIVRE

The special ambiance of the awards ceremony permeated throughout the entire festival: this special French lifestyle of interest, enthusiasm, and enjoyment.

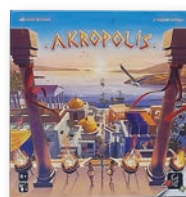
For me, the most striking feature of the FIJ was its wide spectrum: from a playground for young children to areas for children's and family games and a floor reserved for connoisseur and expert games, plus role-playing, war, and miniature games. Tournaments were held for modern games as well as for classics such as CHESS. In contrast, the local e-sports association was present, too.

The rich accompanying program provided exhibitions and presentations; for instance, a number of talks and discussions with experts in different fields, such as the use of AI for illustrations or the specifics of narrative design. At the "Protolab," some select game designers got the chance to show their prototypes. Additionally, the "Off" nights also gave visitors an opportunity to talk and play with game creators, and everywhere at the festival, you could bump into the inventors of very popular and well-liked games: Antoine Bauza, Bruno Cathala, Manuel Rozoy, just to name a few.

Many big publishers, such as Iello and Asmodee, and numerous small ones had their booths at the festival. Plus, most of them provided a playing area, and almost all visitors liked to sit down and try out the new games.

Since the number of new game releases was vast, it's not easy to single out a few. Just this much: Not only the As d'Or winners attracted great attention, but also all the nominated games. One that particularly struck me was DISTRICT NOIR, the debut title of the young French publishing team Spiral Éditions that got particularly much applause at the awards ceremony. This game is a good example of internationality: Invented by two Japanese game designers, it was first released in Japan in 2016; two years later, in Poland, and in 2022, as a French version. Within five months, 30,000 copies of this new edition were sold, and the number of distributors in different countries is still growing; in mid-July, the U.S. company Pandasaurus Games will publish a version for all English-speaking countries.

Two eagerly awaited big projects shown in Cannes were the asymmetrical LA BÊTE (publisher: Multivers), themed on a French myth from the 1700s, and the trading card game "DISNEY LORCANA," planned for Fall 2023, that Ravensburger has been announcing in a continual advertising campaign.



AKROPOLIS: French game of the year!

CHALLENGERS!: Capture the flag and win the tournament!



DISTRICT NOIR: Two-player bluffing and set collection game



Richard Garfield's KING MONSTER ISLAND. Photo by Sybille Whitehill

Game photos by Sybille Whitehill



Spiral Éditions' DISTRICT NOIR at Cannes 2023. Photo by Sybille Whitehill

INTERNATIONAL EXCHANGE

The name FIJ includes the word "International." Even though most exhibitors and visitors were from France, many other countries were represented as well. The festival was a great opportunity for getting into contact with people from all over the world, and this was easy because all visitors shared the same hobby.

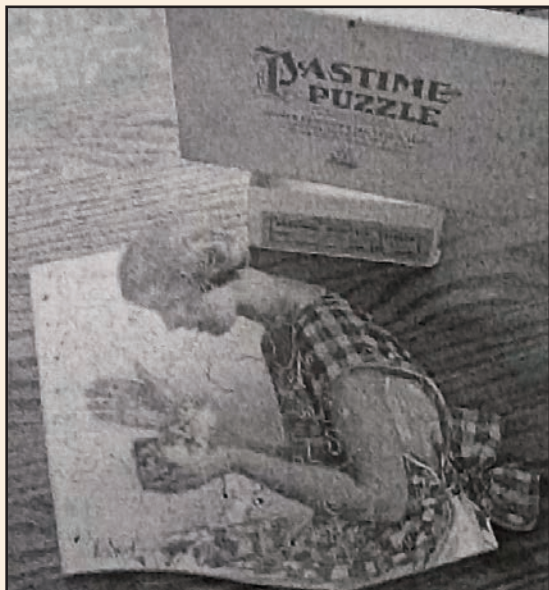
After all, it is the mélange of elements—games, people, and presentations—that makes this event very special. So, you might want to mark the date of next year's Festival des Jeux: February 23-25, 2024!

AGPI

In the Spring issue of the *AGPI Quarterly*, Geert Bekkering submitted an article about Parker Brothers' Pastime Puzzles having an irregular edge border. He asked readers owning any Parker Puzzle with an irregular border to send pictures and data to Anne Williams.

Anne replied soon afterwards...

While reviewing my Pastime records, I also found a printout from an ebay sale of "Girl with Goslings," which has 3 non-straight edges and is from the early 1930s.



She added ... Bob Gabler sent me the answer to your question about dumping irregular edges on the Dutch.

While D'Artagnon is not as irregular as the examples you have found, he is from a later period.



D'Artagnan of the Musketeers, 113 pieces, recently sold on eBay

Quite a few Pastime puzzles are round or oval-shaped, or have an arched top, but they are not cut to the outlines of the picture.

And many of the puzzles the Pastime ladies cut for Josephine Flood's *Picture Puzzle Mart* have irregular edges on one or more sides.

But for the most part it seems the irregular edge puzzles were not sold in the USA.

FULL AGPI MEMBERSHIP BENEFITS

- 4 issues of our *AGPI Quarterly* (sent First Class Mail) featuring game- and puzzle-related news, in-depth research, members' ads.
- Invitation to the annual AGPI Convention
- Full membership voting rights
- *Member Directory*: provides confidential member list
- Full access to our website, gamesandpuzzles.org with extensive content (past publications, copies of historic game company catalogs, game images, game patents, our inclusive database with more than 21,850 game listings, and more.)
- Website: Online forums and blogs
- Invitation to Regional Meetings and Puzzle Parleys

AGPI members may place one FREE Classified Ad in each issue of the AGPI Quarterly. Free ads are limited to one (30 words or less) per issue per member. Please indicate whether this is a one-time ad or if you want it to repeat in future issues. Please email your ad to Suzanne Pearlman, Publicity Chair at usentry@aol.com or mail to Suzanne Pearlman, AGPI, 5069 N Quatar Street, Aurora, CO 80019. Also, please indicate the category under which you wish your ad to appear: WANTED or FOR SALE— GAMES, JIGSAW PUZZLES, MECHANICAL PUZZLES; or ORGANIZATIONS/EVENTS.

WANTED

Rules on the use of—and any pictures of—the Wunderwaffen piece for the game WEHRSCACH. Email Patrick at: patrickkelly8664@yahoo.com

I am researching the firm of Clark & Sowdon and need photographs of the following games: GAME OF HOMESTEAD, RUGBY FOOTBALL, SIEGE, and AUTHORS FOR LITTLE FOLKS. Contact Bill Stone at ston4100@bellsouth.net Thanks.

US & British printed board games published between 1759 and 1860. Contact John Spear: 931-393-0521 or email spears_games@msn.com

Early ping-pong (table tennis) games or ephemera – 1900-1950. Contact Will Shortz at wshortz@aol.com

What 21st-century games use spinners? Write Bruce at games@thebiggamehunter.com.

Sherlock Holmes games. Contact Dave at puzzles@foolsgoldpuzzles.com

OUIJA BOARDS, TALKING BOARDS, PLANCHETTES. No New Parker Bros. fiberboard. Fortune Telling Games, Cards, Mystical Items. Related Ephemera. Cat Items: Games, etc. Contact Elayne Star, P.O. Box 475, Kennebunk, ME 04043. (207) 985-7547 (home), (207) 229-0953 (cell), swanangels@yahoo.com

Looking for games featuring characters from original (not Disney or TV shows) Little Golden Books. Contact: nightandday115@gmail.com

FOR SALE

"New" puzzles added to sale list of older wooden jigsaw puzzles for adults. Wonderful push-fits, 1930s interlocking. Email for list. Judy Gehman at jgehman@earthlink.net.

"A History of Mystery and Detective Games 1889 to 1969" by Jim Polczynski Visit www.beforeimthrough.com for more information or to order the book.

Specializing in pre-owned wood puzzles since 2010. Don't miss our next Secret Puzzle Sale. Add your email at rarpuzzles.com.

Still downsizing 😊: jigsaw puzzles, antique to modern. Email for list. State your interests, and if puzzles must be complete. Anne Williams at puzzles@bates.edu

INFORMATION - ORGANIZATIONS - EVENTS

Have you heard of Puzzle Jam South? Since we also can't wait until the next AGPI or Puzzle Parley to be with our puzzling buddies, Puzzle Jam South is gathering in Atlanta, September 8th-10th, 2023! Celebrating the diversity of and in puzzles, every kind of puzzle will be available for play and purchase. Find out more at PuzzleJamSouth.com

Mark your calendars! The 2024 Puzzle Parley will be held at the Hyatt Regency in Rochester, NY from July 19-21, 2024.