

History Shaping Design

Tales told by early American Boardgames

Julia Keren-Detar Untame







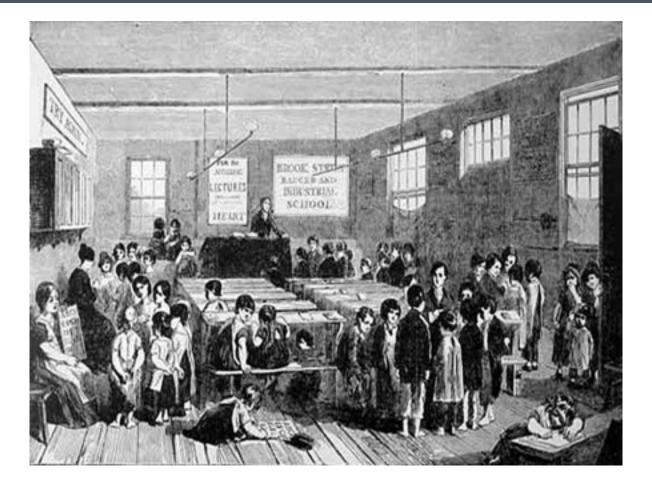




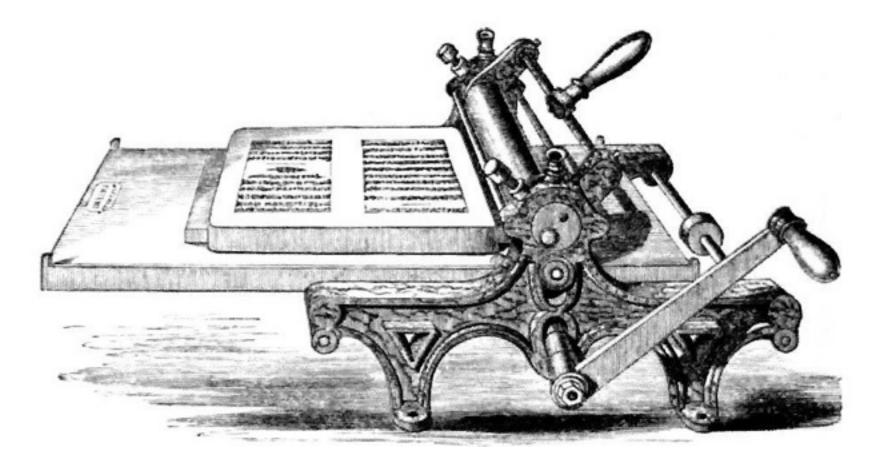


OENTHAL-PARK, WINTER.

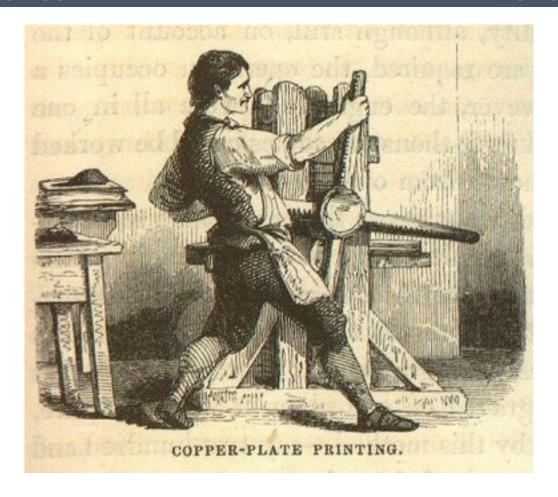




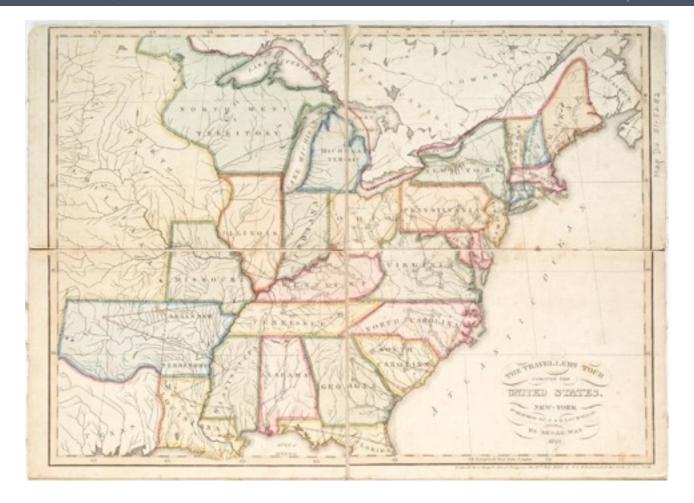












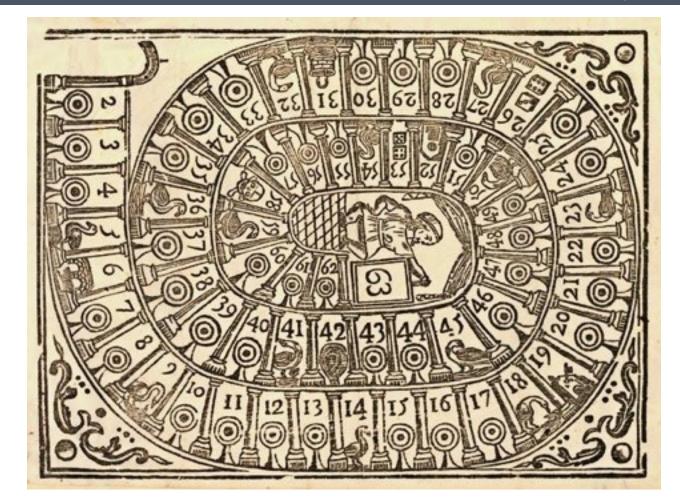








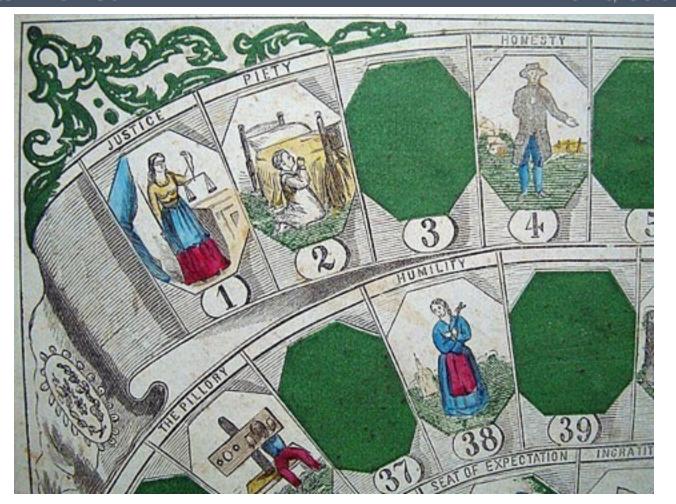




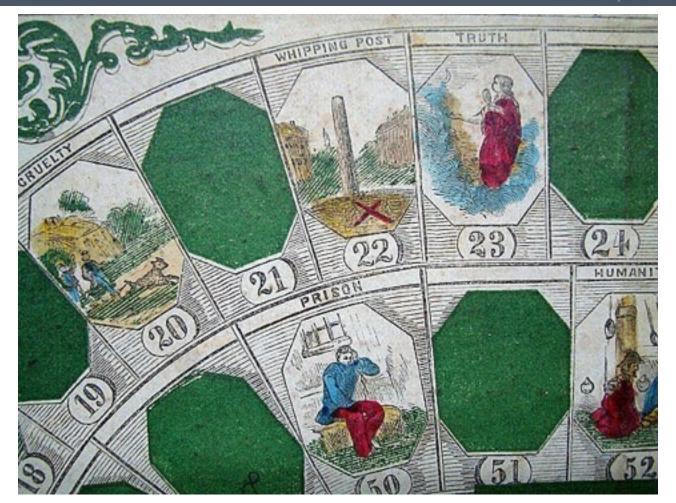


































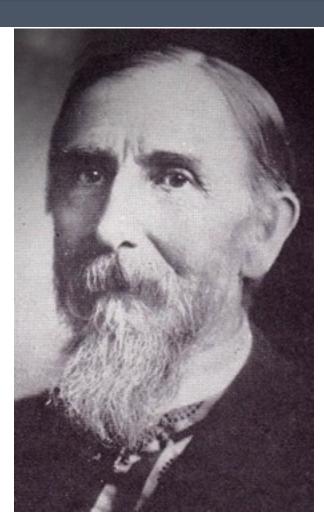




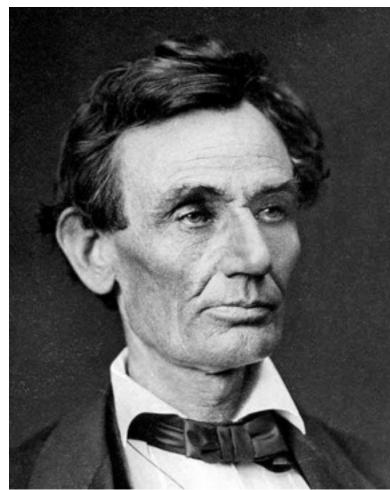








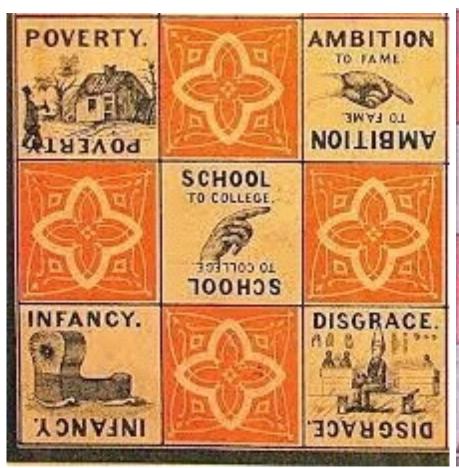






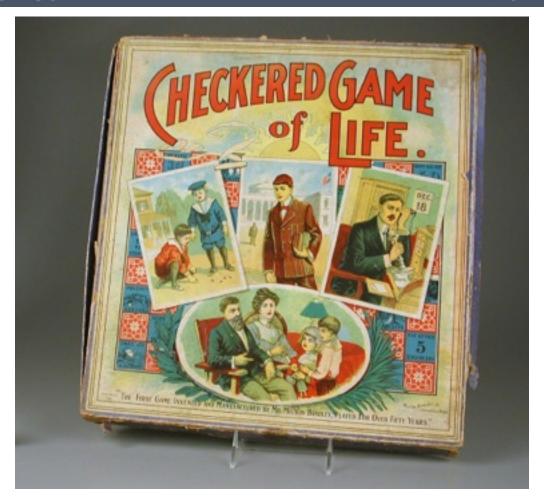




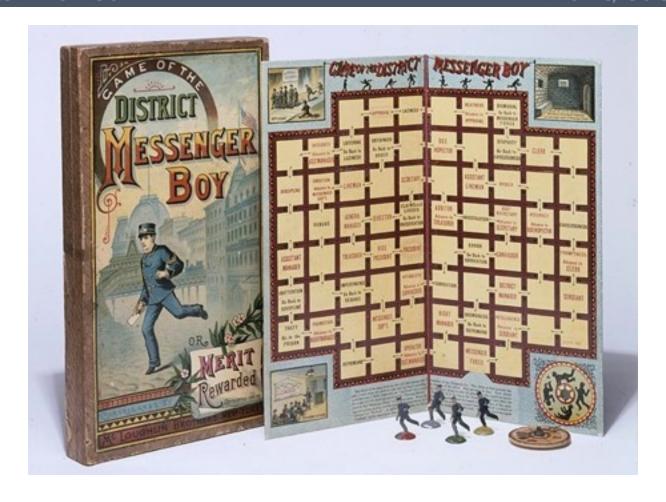




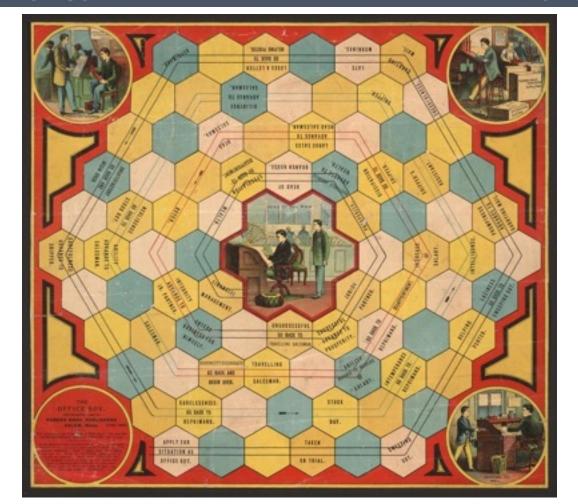








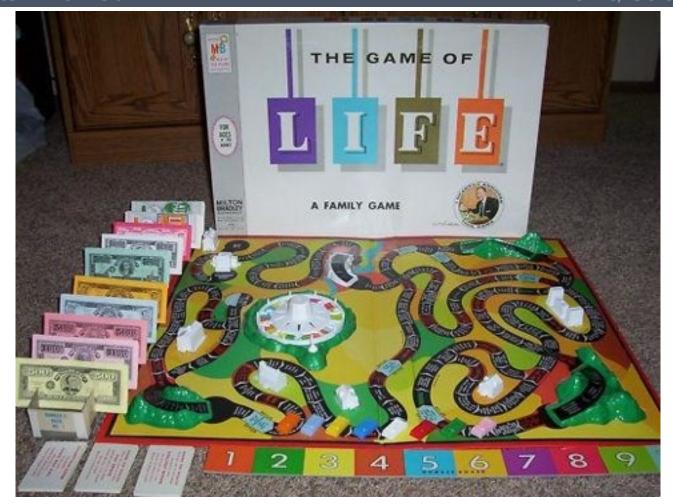








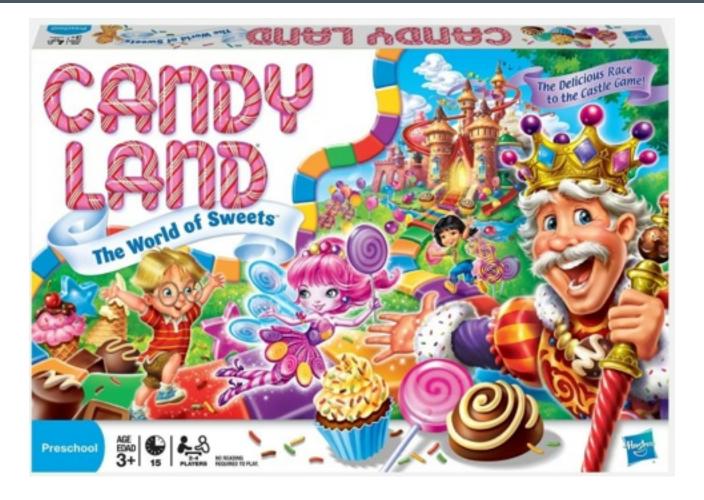








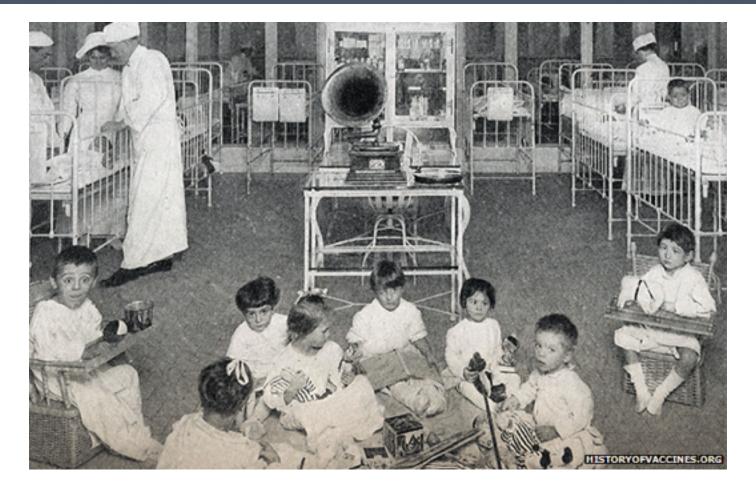




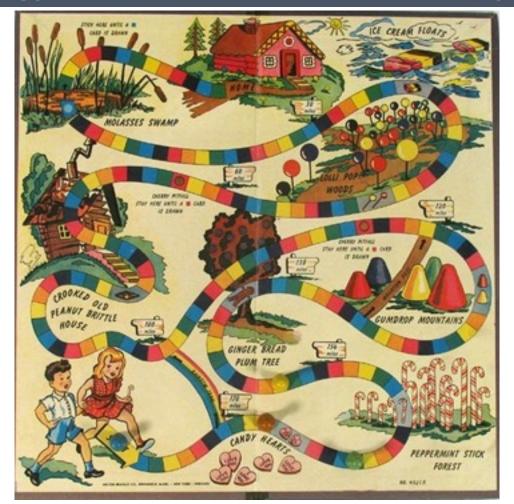




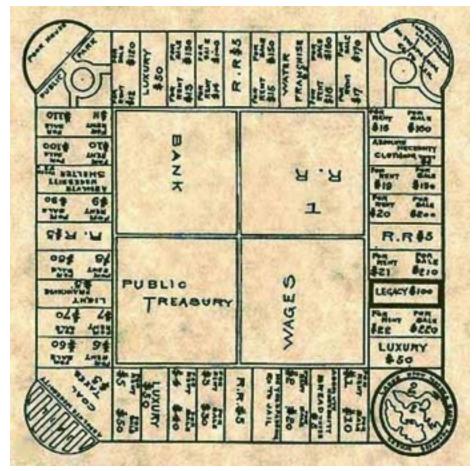








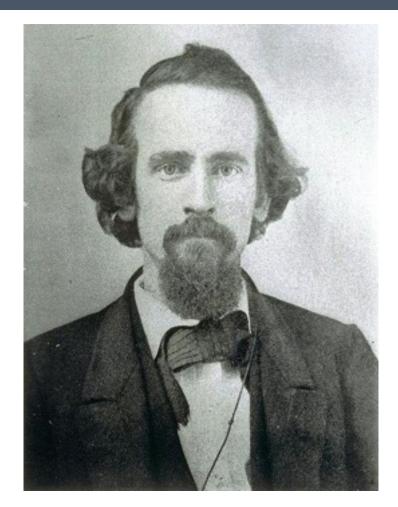




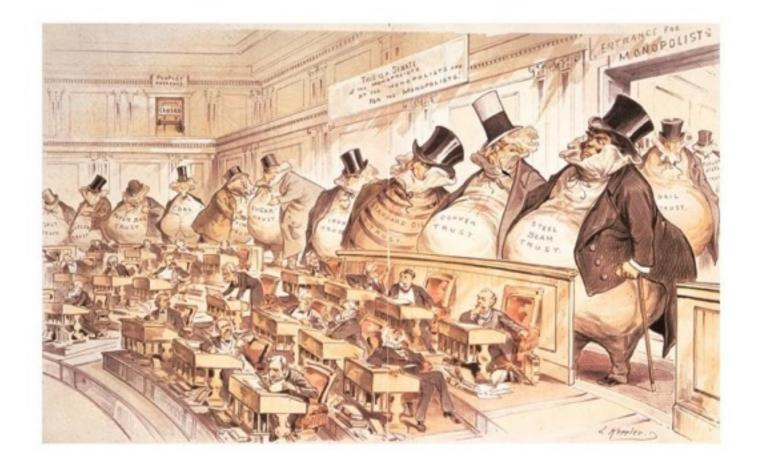
(source: Thomas Forsyth- http://landlordsgame.info/)

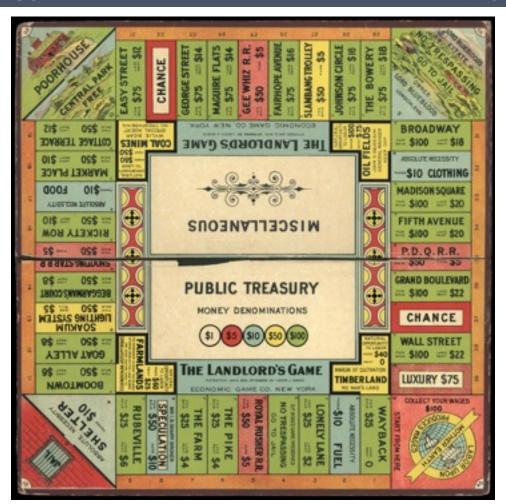




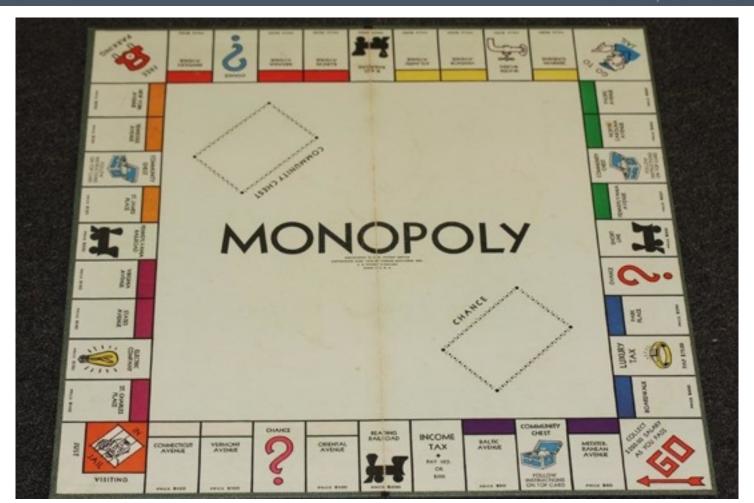






























LAND RENT TABLE				
	0 houses	1 houses	2 houses	3 house
Land Rent	\$ 2.	\$4.	\$ 8.	\$ 16.
	4.	8.	16.	32.
" "	6.	12.	24.	48.
- 12" "	8.	16.	32.	64.
" "	10.	20.	40.	80.
	12.	24.	48.	96.
"""	14.	28.	56.	112.
" "	16.	32.	64.	128.
" "	18.	36.	72.	144.
" "	20.	40.	80.	160.
" "	22.	44.	88.	176.

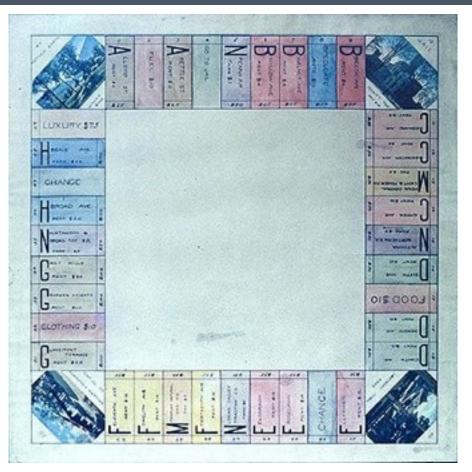
Instructions from the Landlords Game 1906 (source: Thomas Forsyth- http://landlordsgame.info/)











The John Heap Monopoly: 1913

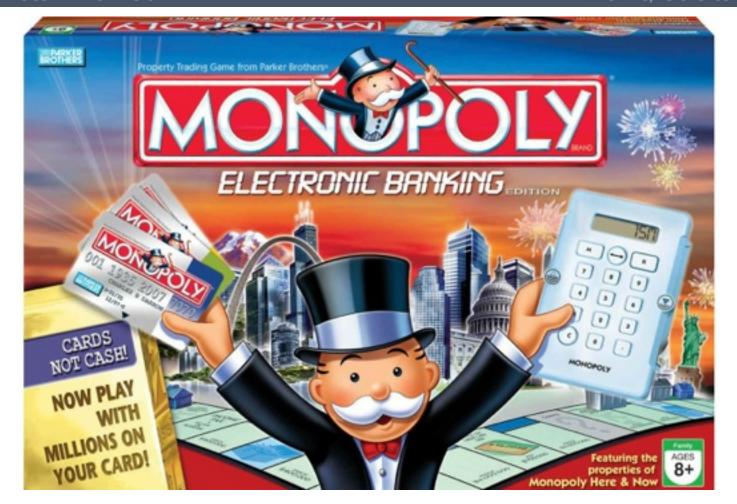




















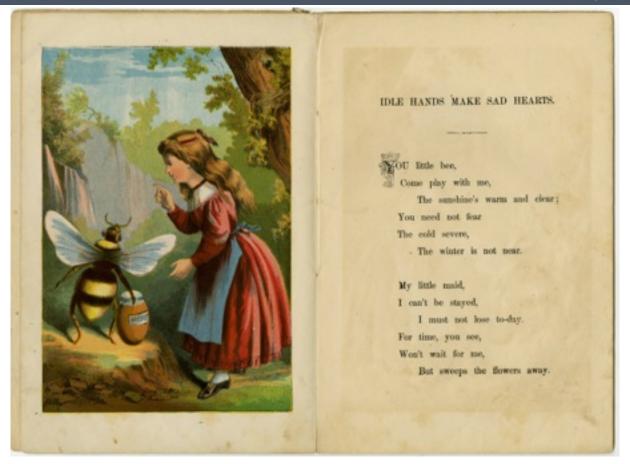
RULE 18. *Emergencies.* --- Should any emergency arise which is not covered by the foregoing rules, the matter must be settled among the players. Players may do anything which suggests itself to them provided that what they do does not conflict with the rules, just as a person may be anything he pleases which does not violate the law. He may squeeze to the utmost and the victim has no protection.

Instructions from the Landlords Game 1906 (source: Thomas Forsyth- http://landlordsgame.info/)







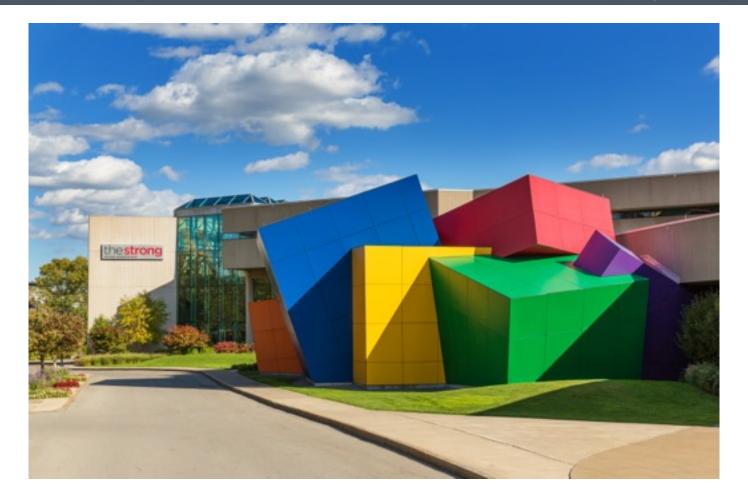


Proverbs for the Nursery: 1870s Published by McLoughlin Bros. source: University of Southern Mississippi Libraries









Thank you!

julia@untame.com @quiltingcrow

@museumofplay
Thomas Forsyth (game historian)
@JesseFuchs (NYU)
@MaryPilon (Author of The Monopolists)