

WHAT'S TO KNOW ABOUT... *Games?*

A LITTLE HISTORY

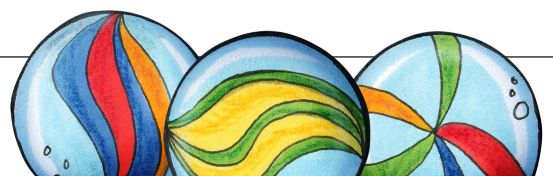
People love games. In fact, games have been around as long as humans. Game pieces discovered around the world show that people have enjoyed playing games for thousands of years.

In ancient Greece, people played with balls made of leather and cloth. In 1000 AD, jump ropes were first used in China. African children played with wooden hoops and sticks, much like children play with hula-hoops today.

Board games were popular with Egyptian kings and queens. Tomb drawings show pharaohs playing a game called Senet. The board and pieces looked similar to our game of Chess. Board games were educational for children. For example, maps of the world were printed on different types of material and cut into pieces. Children put the pieces together like a puzzle.

The Royal Game of Ur is believed to be the oldest board game still played today. A set was found in King Tut's tomb. The game contained two sets of flat dice – one black and one white. It also had seven markers and three tetrahedral (four-sided) dice.

Another ancient game looked very similar to Backgammon. The board contained 12 points on each side and only one die. Players had 15 markers that looked like checkers. A player won by being the first to clear all of the markers off the board.



THE MOST POPULAR GAME OF ALL

In 1903 Lizzie Magie created the game we call Monopoly. It originally was called "The Landlord's Game." It had two sets of rules – one for those who worked together to make money and the other for those who wanted money just for themselves. Unlike other games at the time, players moved in a circle around the board.

There were different types of places to stop on the board. "Absolute necessity" spaces gave players food and shelter. "Franchise" spaces offered services such as water and electricity. Players worked jobs and earned wages as they moved around the board. When they ran out of money, players went to jail.

Players could buy property using bank loans. They also could borrow money from other players. There were four railroads, a park to visit, and taxes to pay. Ms. Magie patented her game in 1904.

A BAD DEAL

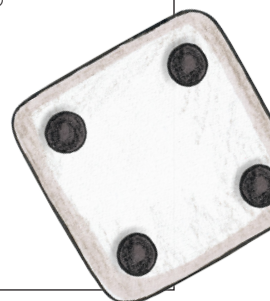
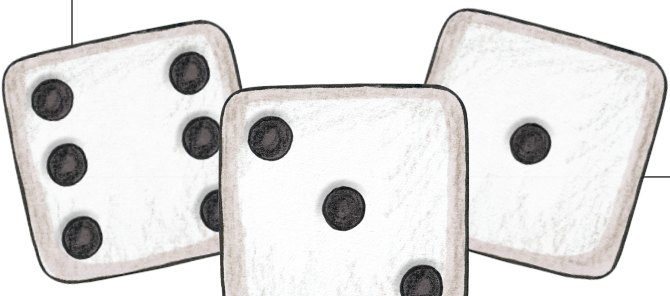
In 1932 Charles Darrow and his wife had dinner at a friend's house. While there, they were introduced to The Landlord's Game. Charles enjoyed the game so much that his friend made him a board and pieces to keep.

Charles made a few changes to the game and tried to sell it to Parker Brothers. At first, the toy and game company wasn't interested in Charles' version. But after some time and a few more changes, they agreed to purchase the game. In the agreement, Mr. Darrow was given a royalty interest. This meant that Charles would earn money every time a game was sold.

The company bought Ms. Magie's patent for \$500. However, she did not receive royalties or any other form of payment. While the original owner has earned nothing from Monopoly's wild success, Mr. Darrow earned millions of dollars. In fact, he was the first game inventor in history to become a millionaire.

TO KNOW MORE, VISIT...

[Game History Timeline](http://www.museumofplay.org/exhibits/game-time/game-history-timeline) (<http://www.museumofplay.org/exhibits/game-time/game-history-timeline>)



WHAT'S TO KNOW ABOUT... *Games?*

DAY 2

1. Read the section called, "The Most Popular Game of All" from the passage.
2. Make a board for your game.

DAY 4

1. If you are able, visit the "To Know More" site.
2. Make a score sheet for your game.

DAY 1

1. Read the section called, "A Little History" from the passage.
2. Think of an idea for a new game. Don't make it yet - just write down all of your ideas.

DAY 3

1. Read the section called, "A Bad Deal" from the passage.
2. Make pieces for your game.

DAY 5

- Write a summary of the work you completed each day. Tell:
- what you made
 - what was challenging
 - what was surprising
 - what you learned

