

Traditional Games



GO-BANG.

This ancient but fascinating game is said to have been the favourite amusement of the late Lord Alverstone.

To use the board

You can print out this game on card or print it on paper and then glue it to a piece of card or board. If you want to save it from wear, you can protect it with a light coat of acrylic varnish. If you would like to give the board an appearance of age, you can paint it with a light wash of cold tea or coffee, to stain it before you varnish. Another method is to add a small amount of the acrylic colour "raw sienna" to the varnish itself.

Cutting out the Pieces

Please take care cutting out the pieces. For safety sake, children should only be allowed to do this under adult supervision.

The Rules

It is played by two players on the enclosed Chess board, each player having twelve counters. The players toss for first move and then each in turn places one of his counters on any unoccupied square. The object is to get five counters in a straight line, either vertically, laterally or diagonally. If players are inexperienced, one will probably succeed in doing this before twelve counters have been played and the game then comes to an abrupt end, but with practised players it is most unlikely that this will happen. Each will have placed twelve counters on the board without achieving his aim. The most interesting part of the game now begins. Each player in turn moves one of his counters to any adjacent unoccupied square and this goes on until someone has five in a row.



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REVERSE.

The Rules

This is played on the enclosed Chess board and one counter for each square i.e., sixty-four counters in all. The enclosed counters are differently coloured on each side.

The game is for two players, each of whom takes a colour. They toss for the first move; then each in turn takes a counter and places it, with his colour uppermost, on any unoccupied square.

The strategic squares are the corners, which will be the first occupied.

As soon as one or more of his adversary's counters are in line with a counter belonging to either player, he may, when it is his turn to play, place one of his counters at the other end of the line—if there is an unoccupied square there—and may then reverse (i.e., change to his own colours) all the counters which are situated between two of his own. The counters may be reversed and re-reversed indefinitely. Moreover, if the situation is favourable, a player operating from a particular square may reverse one or more counters in any number of directions, *ft* the end of the game (i.e. when the sixty-fourth square is occupied) the winner is, of course, the player whose counters are in the majority



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The Games

These are faithful reproductions of actual vintage games that have been scanned from the collection of the Museum of Childhood.com (<http://www.museum-of-childhood.com>)

We hope to use our website to help promote our love and interest for collecting games, toys and other collectible childhood treasures, around the world. We intend to build and make it available as a reference site for other researchers, dealers and collectors seeking accurate information on their collection. The information offered on the website is offered free of charge.

If you find the information useful, then please help us by sharing the link for this website with a parent, teacher, librarian, museum curator, bookseller, or collector..... Thank You.

We hope you enjoy the game!

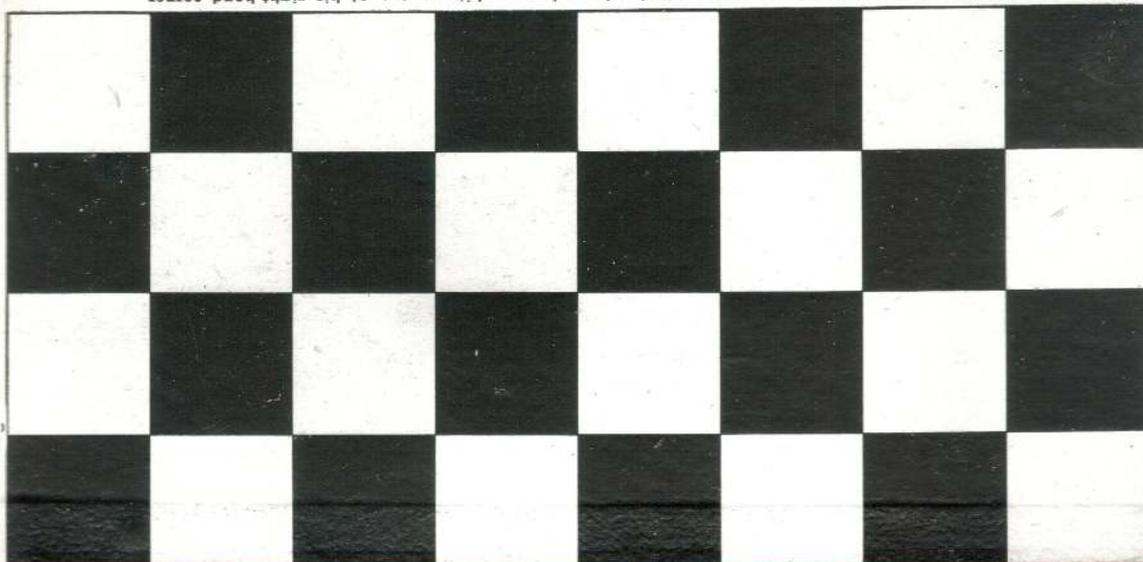
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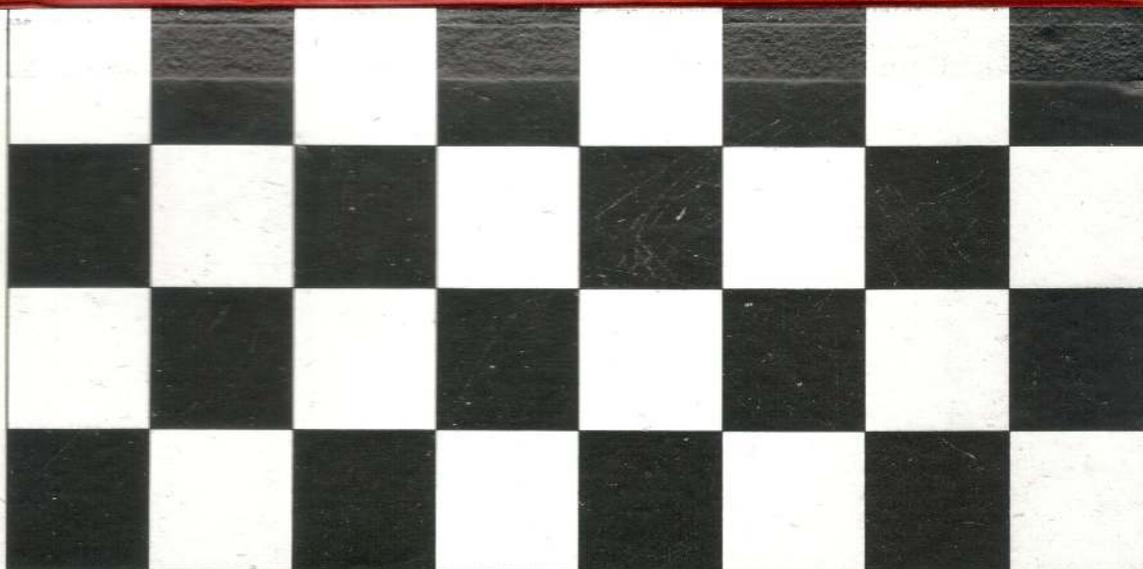
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The Board must be placed so that each player has a white square at his right-hand corner.

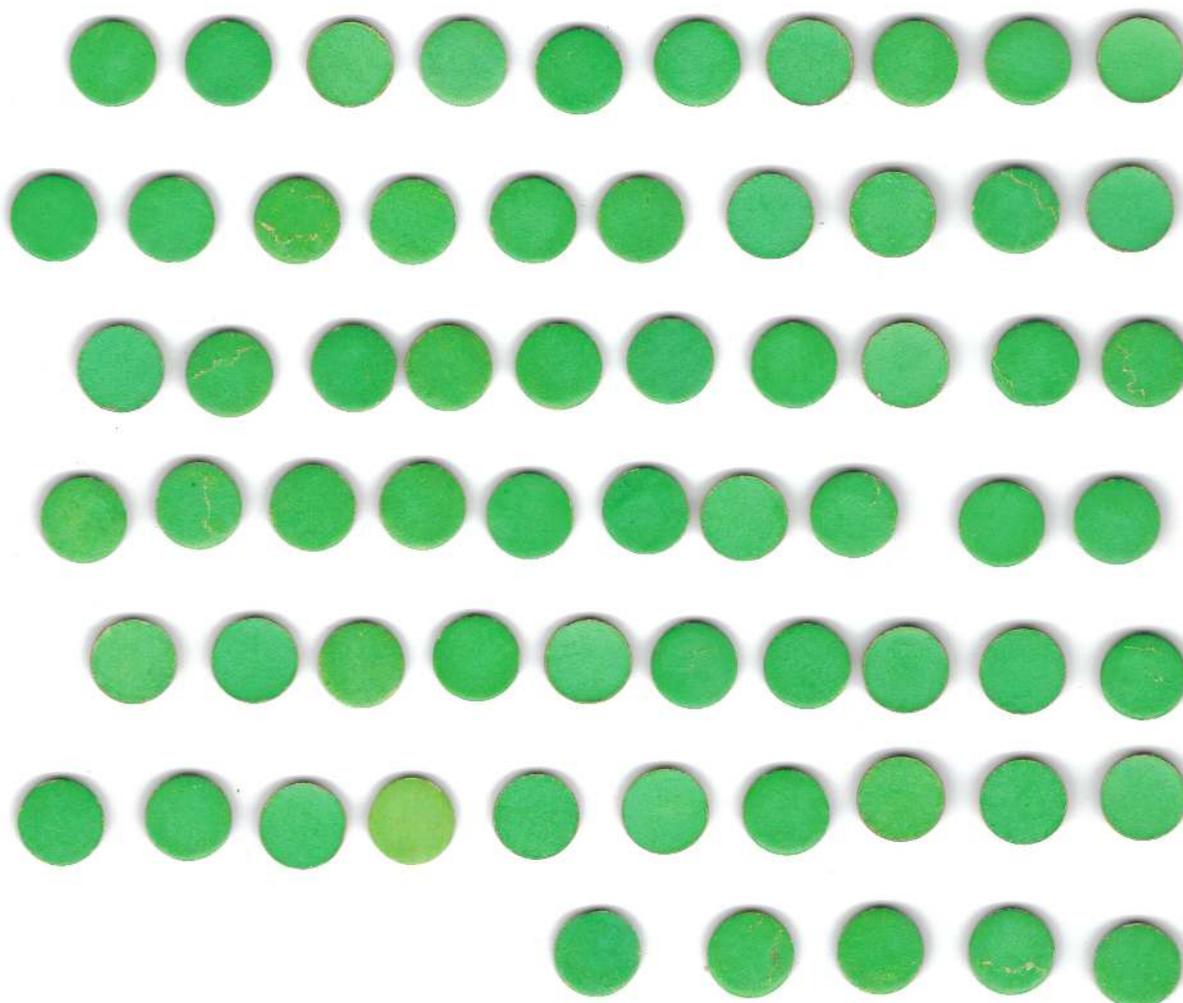


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A free traditional game - courtesy of www.museum-of-childhood.com

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