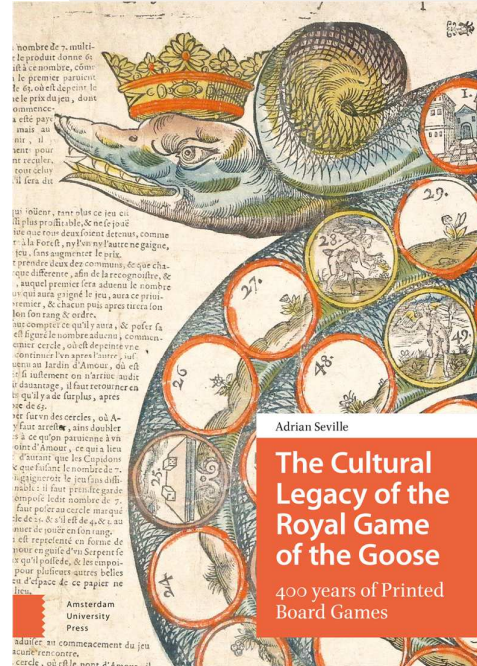


Adrian Seville

The Cultural Legacy of the Royal Game of the Goose

400 years of Printed Board Games

The Game of the Goose is one of the oldest printed board games, dating back 400 years. It has spawned thousands of derivatives: simple race games, played with dice, on themes that mirror much of human activity. Its legacy can be traced in games of education, advertising and polemic, as well as in those of amusement and gambling - and games on new themes are still being developed. This book, by the leading international collector of the genre, is devoted to showing why the Game of the Goose is special and why it can lay claim to being the most influential of any printed game in the cultural history of Europe. Detailed study of the games reveals their historical provenance and - reversing the process - gives unusual insights into the cultures which produced them. They therefore provide rich sources for the cultural historian.



Adrian Seville (Emeritus Professor of City University, London) is a leading collector and researcher of printed board games. His 2016 exhibition at the Grolier Club of New York was hailed in *The Wall Street Journal* as a 'mindopening cultural event'.

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