

ZH BOOKS

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At ZH BOOKS, I specialize in antiquarian Slavic and Eastern European books and ephemera. I also have a diverse inventory in English and other European languages, with a focus on unusual, ephemeral pieces and Americana.

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Zhenya Dzhavgora

## ZH BOOKS

39321 Mariposa Way, Fremont CA 94538

[zhenya@zh-books.com](mailto:zhenya@zh-books.com)

[www.zh-books.com](http://www.zh-books.com)

(510) 395-1651

Member ABAA, ILAB, IOBA

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March 2021

E-List 8

1. (Villard et Weill) **Le Toton Equilibriste**

Paris: L. & A. Cresson Freres, n. d. (ca 1890).

\$120.00



Dexterity game; square, card stock box with a chromolithographed lid, 6 ½" x 6 ½"; game board set in the box; a small wooden toton (spinning top); game instructions to lid verso; box with inconspicuous repairs to two of the edges and a bit of age-toning and dust-dulling to margins of board; lid with some loss of paper to aprons; in good or better condition.

The amusing and quite-challenging dexterity game was created by the Villard et Weill game manufacturers in the late 19th century. Established by brothers-in-law Henri Villard and Jules Weill in 1834 in Strasbourg, the company was active for over 130 years, surviving and thriving, despite two major fires in 1904 and 1916 and all through the Second World War. It would ultimately close down in 1968.



The game itself consisted of 16 numbered squares and a rhombus in the middle (#17), separated by raised ridges, except for small gaps between neighboring spaces. According to the instructions, a player was required to hold the box in his/her left hand, place the toton in square 1 in the upper left corner with his/her right hand, spin it, and then guide the spinning top through the gaps, by tilting the box, to rhombus 17. The rules also stipulated that there were three possible victory outcomes - the winner could be

the player to reach the highest number with a single spin, the player, who could accumulate the highest total from three spins, or the first player to reach the #17 space.

2. *McLoughlin Bros The Game of Hide and Seek*

New York: McLoughlin Bros., 1895.

\$1,200.00

Wood-and-card stock, chromolithographed box (wooden pieces dovetailed at corners); 15 ½" x 22"; wooden game board with chromolithographed illustrations; 4 wooden boxes with lids in the corners of the board; 3 (of 6) wooden "men;" brown, polished-calf "hat" (replaced sometime in the early 20th century [?]); wood-and-metal "spinner" with chromolithographed numbers in the center of the board; aprons of the lid perished; top panel with a few creases and spots, mostly to verso; some spotting and darkening to game board; overall illustrations remain bright; directions for playing on verso of lid; in good to very good condition.



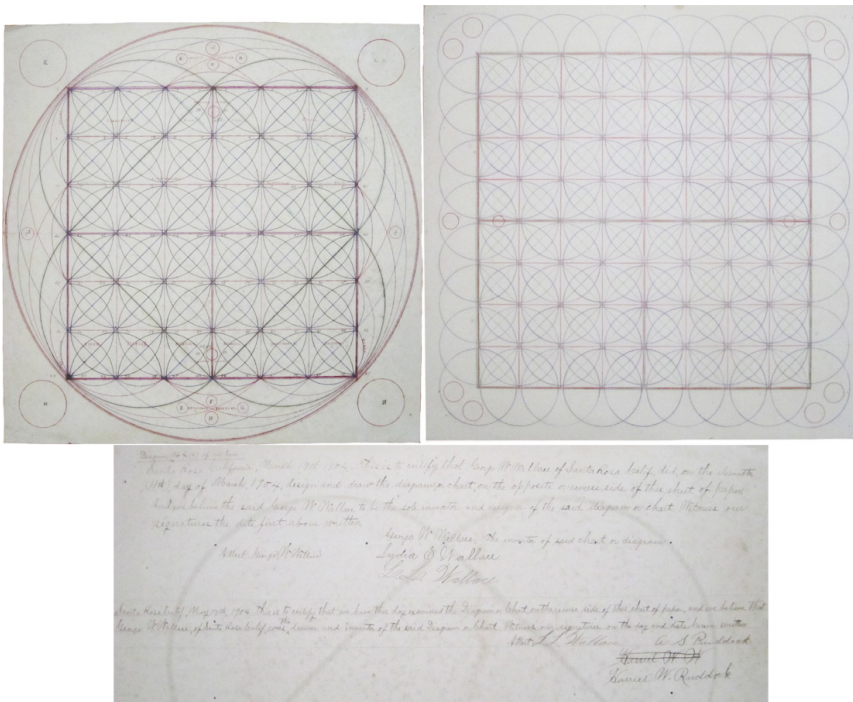
One of the largest, and certainly one of the rarest McLoughlin games, it dazzled with brilliant colors and images of clowns (creepy), dragons, and owls. The tooled, wooden boxes and the spinner added the necessary touch of luxury. The rules, quite a bit complicated, included the hiding of the "hat" by one of the players, in one of the boxes, the twirling of the spinner and the moving of the "men" by the appropriate number of squares through the field, the finding of the "hat", then landing on each of the clowns, the possibility of an opponent to capture the "hat," and finally, the reaching of "home" to win the game.



3. Wallace, George Drawings for a "Game of War," Designed by Colonel George W. Wallace

Anderson Township, Mendocino Co., CA: By the author, 1899 - 1904.

\$1,200.00



Six loose sheets of beige stock, covering several revisions from 1899 to 1904; 16 ½" x 16 ½"; game art on recto, notes, notary and patent notations (?), and signatures on verso, in ink and color pencils; condition of sheets ranges from near fine, with minor wear, to good, with spotting on one of them from moisture, and cuts and nicks.

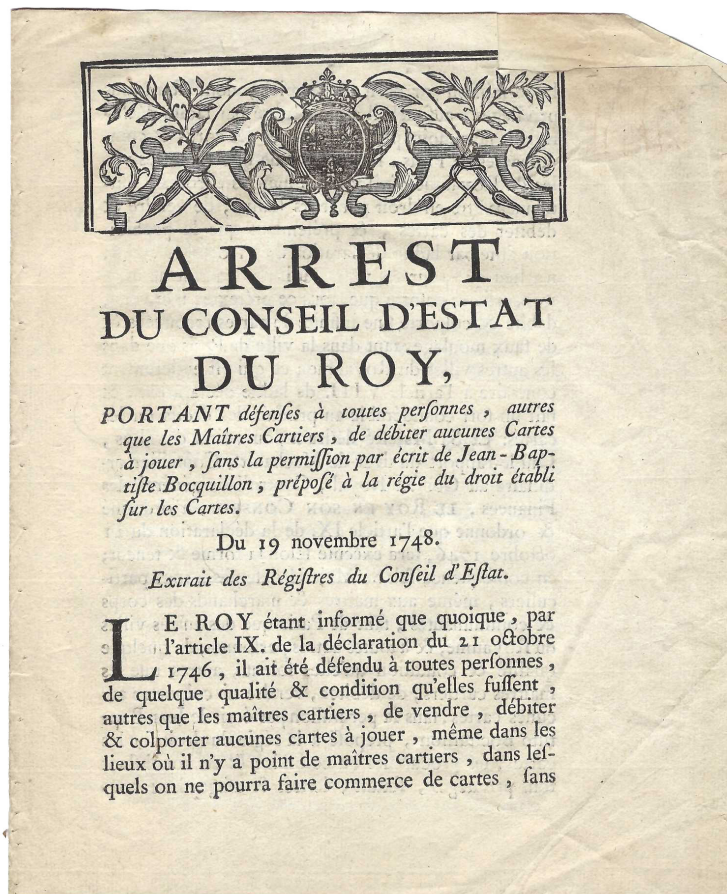
Although most probably lacking several revisions, or just worked on intermittently and never actually finished, the fragile, fascinating, and, apparently,

unknown and never-manufactured game was invented by Second Lieutenant, later Lieutenant Colonel, of the US Army, and Medal of Honor recipient for his actions during the Philippine-American War George W. Wallace (1872 - 1946). The playing field consisted of squares and intersecting circles, with designated spots for military personnel and supplies. Each one of the revisions, starting with the earliest drawing of the game, dated Dec. 15, 1899 and titled "Diagram No. 7 (a) of New Series," contained a variation of the following text on verso: "Anderson Township, Mendocino County, California, Dec. 15th, 1899. To whom it may concern. This is to certify, that George W. Wallace, of Anderson Township, Mendocino County, California, did, on the 9th and 11th days of December 1899, design and draw the diagram on the opposite or reverse side of this sheet of paper, and we believe him to be the sole and original inventor of the said diagram. The said diagram being an improvement upon a diagram invented and drawn by the said George W. Wallace, on the 28th day of April 1894. The diagram on this sheet of paper is to be used in a game, to be played thereon, with pieces representing the different forces of an army, such as artillery, infantry, cavalry, machine guns, mounted infantry, the commander, and horses. And we further certify that the said George W. Wallace is the inventor of such a game, and we have seen it played on the said diagram. Witness our signatures, this 15th day of December 1899." Signed by George Wallace and Lydia and Llewellyn Wallace (his wife and daughter [?]). Below the signatures, in a different hand: "Santa Rosa, Calif., May 17th, 1904. This is to certify that we have this day examined the Diagram or Chart, on the reverse side of this sheet of paper, and we believe that George W. Wallace, of Santa Rosa, Calif., was the drawer and inventor of the said Diagram or Chart. Witness our signatures on the date herein written. A. S. Ruddock and Harriet W. Ruddock."

4. *Conseil d'Etat Arrest du Conseil d'Etat du Roy, portant defenses a toutes personnes, autres que les Maitres Cartiers, de debiter aucunes Cartes a jouer, sans la permission par escrit de Jean-Baptiste Bocquillon, prepose a la regie du droit etabli sur les Cartes. Du 19 novembre 1748*

Poitiers: J. Faulcon l'aine, 1748.

\$250.00



First edition presumed (OCLC lists only an undated, 2-page variant); 9" x 7 1/2"; single, folded folio sheet, pp. [4]; large woodcut to upper margin of pp. 1; a few tiny, barely-visible punctures along spine (sewn/filed at an earlier time); thin, 2" strip of paper clipped from top edge, affecting only the upper right corner of the border of the woodcut; light creasing; overall in very good condition.

A royal decree, reaffirming the 1746 law that authorized only maitres cartiers (playing cards makers) to manufacture the cards. It forbade all other people to create, sell, peddle, and copy legitimate playing cards, whether in Paris, or in any other city, even if maitres cartiers had not been present.

Considering that it was in France, in the 15th century, where the icons for the four suits used today were developed and those suits were divided into two red and two black, the French dominance in playing cards was undisputed. Though, by the beginning of the 18th century a myriad factors, including wars and plain old extravagance, had been draining France's finances at an alarming rate and to offset that, in 1701 a new duty was imposed on playing cards. In contemplation of collecting the taxes, the country was divided into 9 manufacturing regions and each manufacturer needed to submit a formal design template to the recettes generales in order to register his production and to pay his dues. One of the reasons for the current decree was the fact that the taxes kept climbing every year and more and more people began producing counterfeit and/or illegal playing cards - on the one side, to cash in on the profits and on the other side, to avoid paying taxes.

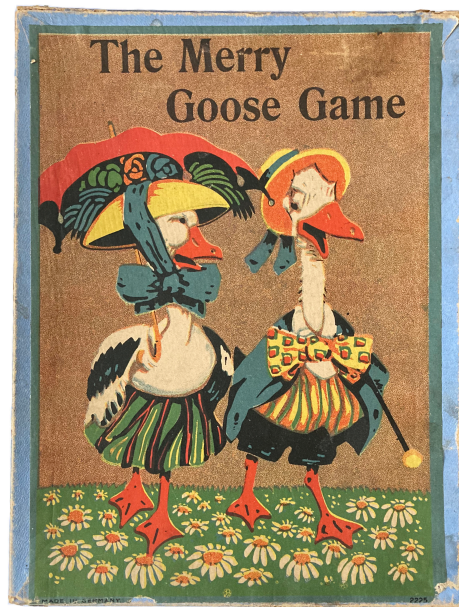
5. *Anonymous* **The Merry Goose Game**

S. I. (Germany): s. n., n. d. (ca 1920).

\$150.00

Board game; card stock box with a lithographed illustration - 9 ½" x 7 ¼"; lithographed, playing board - 8 ¾" x 13"; 5 (of 6) wooden, cylindrical playing pieces; one wooden dice; directions affixed to top verso; playing board with a few light spots to lower margin - very good or better condition; box with rubbed spots and small loss of paper to corners - good condition.

An adorable and apparently-unrecorded, early-20th century "Mother Goose" game, it was produced in Germany and identified only with the number 2225. It was a variation of "Chutes & Ladders," but the twist in this one was a fox at the end of game, where "50 is caught by a fox, at the goal, and receives the first prize."



6. *Anonymous* The Great \$1,000 Puzzle. Hard to Do But Possible



Los Angeles, CA / Independence, Iowa: Unique Novelty Co., Mfrs. and Jobbers, n. d. (ca 1910).

\$150.00

Red, card stock box with a green, engraved label pasted-on, 4" x 3"; 10 wooden blocks with carvings of a car, a bridge, etc. (one piece skillfully replaced, else original), squares and rectangles, approx. 1 1/2" x 3/4"; instructions to lid verso; box with a few chips and rubbed spots to edges; two of the corners with short splits; in good to very good condition.

An unrecorded game, most probably created shortly after the Panic of 1907, it proclaimed: "Getting the first \$1,000 in the bank is a problem. It seems a long rough road, with mountains ahead and many amusements and other temptations. Yet it is possible." The bottom half of the box has a diagram drawn, with shapes matching those of the wooden blocks. After removing the block marked "Remove this Bridge," the rest of the blocks are to be slid around, without being lifted, until the "First \$1,000" block could land on the diagram square marked "Bank." It required 55 moves.

7. Anonymous Tsirk / Polet na lunu (Circus / Flight to the Moon) [Two-in-one Board Games]

Tallinn: Oktoober, n. d. (1960s).

\$180.00

A single, card stock board, hinged with linen, n. d. (1960s), 16" x 12 1/4"; the two games on opposite sides; slipcase-style, card stock box, 8 1/2" x 13 1/2"; single sheet of instructions, 8" x 5 3/4"; box with a bit of rubbing to edges and a few small spots; board with light wear to margins and a small pen scratch; instructions sheet with some creasing; overall in very good-condition. *In Estonian and Russian.*



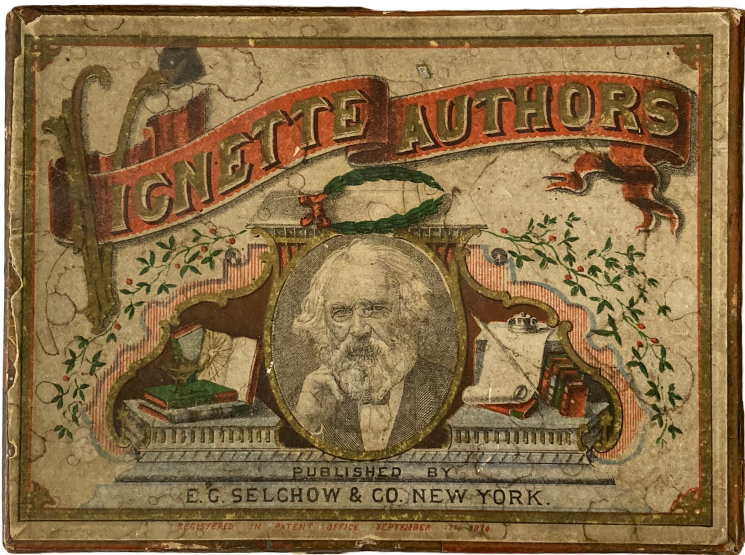
A set of mystery board games from a phantom manufacturer, they were reminiscent of Chutes and Ladders and were created at the height of the lunar programs' competition between Russia and the United States. Although the rules called for pawns and a dice, it did not appear, as if they had been originally supplied with the box. Also, possibly because the two games relied on the same principle, the instructions described the rules for only the Circus game.



8. *E. G. Selchow & Company Vignette Authors*

New York: E. G. Selchow & Co., 1874.

\$100.00



Card game; 72 cards, illustrated with steel-engraved portraits, 3 3/4" x 2 1/2"; paper over card stock box, 4 x 5 3/4; lid with chromolithographed illustration and a portrait of Henry Wadsworth Longfellow; instructions sheet, folded, pp. [4]; box and lid with short splits to corners and some loss to aprons; instructions with a closed split to lower margin (not affecting readability); cards with light age-toning; overall in good to very good condition.



The game of "Authors" was first created by G. M. Whipple and A.A. Smith in 1861 in Salem, MA. Throughout the rest of the 19th century and well into the 20th other companies published their own versions of the increasingly popular pastime. The current iteration, one of very few with such large number of cards, portrayed Sir Walter Scott, Charles Dickens, Henry Ward Beecher, Nathaniel Hawthorne, and others. Summing up the rules, the object of the game was to collect as many books (titles) as possible, by calling cards from the other players.

The instructions sheet also contained advertisements for several other Selchow games, including Dice Croquet, Parcheesi, Crescent or Cut Up Problems, and Sliced Animals.

9. *The Halma Company* **How to Play Progressive "Halma" (How to Give a Progressive "Halma" Party) + A Trade Card**

New York: E. I. Horseman, 1889.

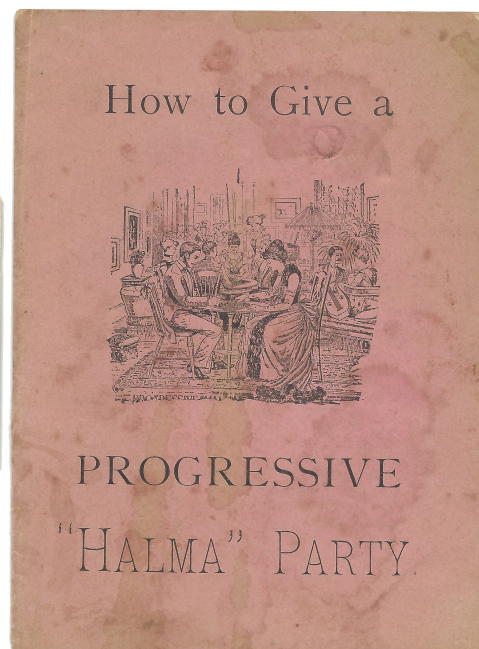
\$60.00

A small booklet and a trade card; book: 4 ¾" x 3 ½"; pp. [8]; pink wraps, illustrated with an engraving; advertisements to front wrap verso and back wrap; spotting to covers; thin split to tail of spine; small nick to upper corner; very good- condition. Card: 2 ¾" x 4 ¼"; chromolithographed illustration and text to recto; printed text in black on verso; upper right corner neatly clipped, else minor wear to edges; very good or better condition.

Published by E. I. Horseman (Edward Imeson Horseman) - a manufacturer and leader in the toy industry in the US in the 19th and the 20th centuries - the booklet cleverly advertised the Halma game by not only giving instructions on setting up and playing the game, but also describing how to use the game to organize a successful "singles' party." The game, invented in 1884, was the precursor to Chinese Checkers. It was said that ,if Halma was played by the rules, the gentlemen at the party had the opportunity to change partners, play and get acquainted with all the ladies in the room. The booklet also advertised Horsman's cameras and a facsimile letter of actress Lillie Langtry praising them was printed on the front wrap verso. The trade card, depicting three siblings hugging, read: "We are all so happy because we play "Halma" and Papa has promised if we are real good children we shall have "Basilinda," that new and delightful amusement by the author of "Halma."



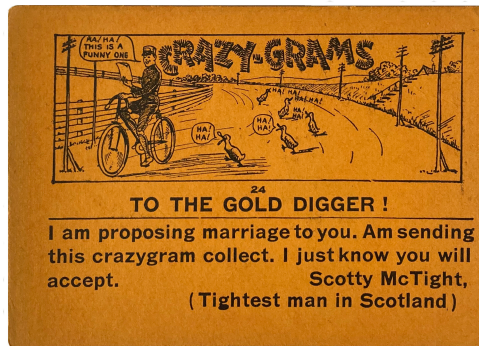
We are all so happy because we play "HALMA" and Papa has promised if we are real good children we shall have "BASILINDA," that new and delightful amusement by the author of "HALMA"



How to Give a



PROGRESSIVE
"HALMA" PARTY



10. *A Master Crazygrams for Parties*

Brooklyn, NY: By the author, 1920.

\$85.00

Card game; 24 cards on orange card stock, with text and illustrations in black, 2 ¾" x 4"; lithographed card stock box, 4" x 3"; directions on the back panel of the box; very minor wear to cards, in near fine condition; chips, with some loss, and cuts to box, in about good condition.

A mystery card game, it was intended to be played at parties and gatherings and, according to instructions, "each crazygram should be given to the one the title on the crazygram signifies. After all have been read, the host or hostess should select the one who laughed the least and make him or her do as the crowd wishes." Although most of the cards are good-naturedly funny, some are slightly offensive, too, including: "To the Dumbest Girl! Will you accept a position as professor of Internal Trouble..." and "To the Gold Digger! I am proposing marriage to you. Am sending this crazygram collect..."

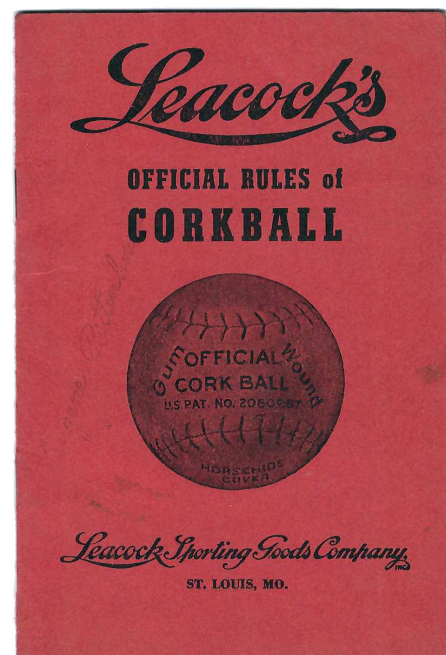
11. *Leacock's Official Rules of Corkball*

St. Louis, MO: Leacock Sporting Goods Company, 1949.

\$50.00

First edition; 6" x 4"; pp. 1-9; orange wraps, printed and illustrated in black; very faint personal stamp of previous owner and a few minor spots to front wrap; very good condition.

Originating on the streets and back alleys of St. Louis in the 1890s, the game of corkball was in essence a "miniature-baseball." The game gained popularity during the Second World War and the Korean War, as soldiers from Missouri introduced it to their brothers in arms. Leacock's - a big sporting goods store in St. Louis, known for distributing the official "Gum Wound" Cork Ball and the official Corkball Bat - published the booklet under the official approval of the United States Corkball Committee. OCLC lists only a later, 1954 revised edition, with none other in the trade (as of January 2021).



12. *The Carrom Company Rules for Playing Games on the Styles D No. 2 and E No. 1. Star Archarena Combination Game Boards*

Ludington, MI: The Carrom Company, n. d. (ca 1919).

\$25.00



First Edition; 6" x 3 1/2"; pp. 1 - 40; pictorial, off-white wraps; illustrated with drawings and several photographic images; mild age-toning and wear, with a few very minor spots to wraps; in very good condition.

The Ludington Novelty Company was founded in 1889 by Sunday School teacher Henry L. Haskell. He invented a game - Carroms - with a patented playing board, each one of which was manufactured by hand and was sold before another one was started. In 1902, the Ludington Novelty was merged with another game-manufacturing company with patented playing boards - Illinois-based Archarena Company - and in 1912, the Carrom-Archarena Company became the Carrom Company. The current booklet explained the rules for the various games played on Carrom boards, including Spinette, Ten-Pin Top Game, Crokinola, Travelling Carroms, and many more. It also supplied a price list for extra parts for combination game boards, as well as for matching game table and chairs and for a doll house.

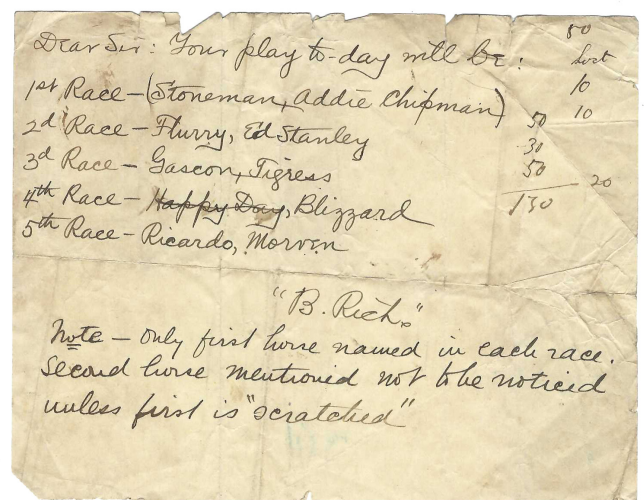
13. *Anonymous A Manuscript Receipt for Betting at the Horse Races*

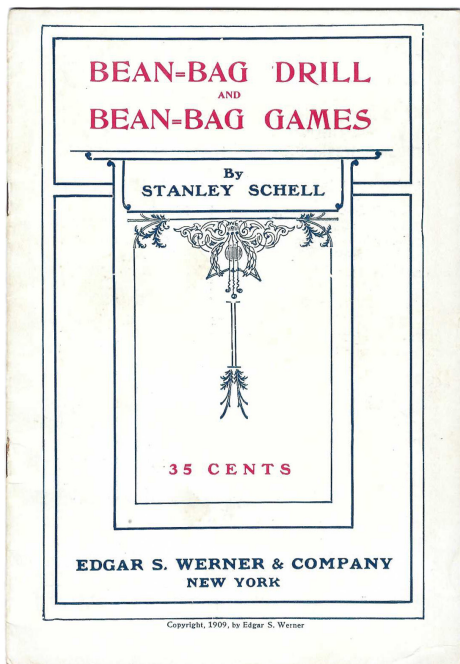
S. I. (Oakland Trotting Park, Oakland, CA [?]): By the author, n. d. (ca 1893).

\$85.00

Manuscript; 7 1/4" x 5 1/2"; single sheet, text to recto only; unevenly trimmed with a few nicks and creases; in very good condition.

A receipt, beginning with: "Dear Sir, Your play to-day will be:...(five lines enumerating the races and horses' names)." It, then cautions: "Note - only first horse named in each race. Second horse mentioned not to be noticed unless first is 'scratched'."





14. *Schell, Stanley* **Bean-bag Drill and Bean-bag Games**

New York: Edgar S. Werner & Company, 1909.

\$45.00

First edition; 7 3/4" x 5 1/4"; pp. 1-19; white wraps, illustrated and ruled in red and dark-blue; small nicks to tips of spine; light creasing to lower corner; illustrated with diagrams; very good or better condition.

An unusual book, devoted to bean-bags and various games and drills with the said bean-bags, it described the rules for each one, the number of players, the apparatus required, the space arrangements, and so on.

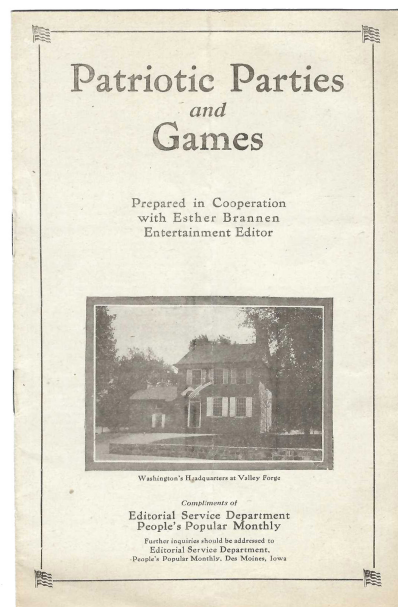
15. *Brannen, Esther; et al* **Patriotic Parties and Games**

Des Moines, Iowa: Editorial Service Department People's Popular Monthly, n. d. (ca 1920).

\$35.00

First Edition; 8" x 5 1/4"; pp. [6], including text to covers' verso; off-white, pictorial wraps; illustrated with photographs and drawings; vertical crease through the middle, else minor wear; very good condition.

An interesting little booklet, it was published by the editors of People's Popular Monthly and featured suggestions and descriptions for games, costume parties, songs, decorations, etc. to be enjoyed at various patriotic holidays, including Flag Day, Independence Day, Lincoln's Birthday, and so on. Not in OCLC, not in the trade (as of January 2021).



16. *Willis, J. K. The Secret of Beating the Races*

Miami, FL: By the author, 1929.

\$100.00

First edition; 9" x 4"; pp. [14]; beige wraps, printed and ruled in black; light wear along spine; minor vertical creases; illustrated with a photograph; very good condition.

Written by a former telegraph operator at "Death Valley," Latonia (a race track in Covington, KY), who had moved to Florida, when he had been crippled by rheumatism and confined to a wheelchair, the booklet claimed to reveal the secret of beating the races. Willis was allegedly a mathematician and an avid researcher, who spent four years devising a foolproof method of figuring out a high percentage of winnings. Not in OCLC, or in the trade (as of January 2021).

