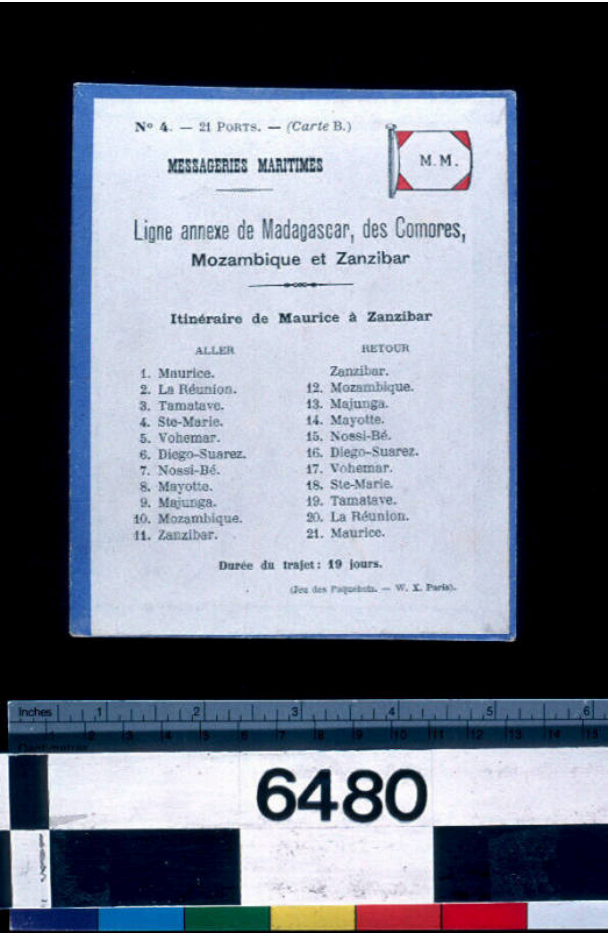


Basic Detail Report



00006480

Title
Player's card for the game 'Jeu des Paquebots' (card 4)

Date
1870s

Primary Maker
Messageries Maritimes [Compagnie des Messageries Maritimes]

Medium
Cardboard

Dimensions
Overall: 116 mm Display Dimensions: 142 x 115 mm, 2 mm

Name
Board Game card

History
This lavish boardgame, with a typical con joining of

educational intent and entertainment, displays the sea-routes and world-wide ports by which France and her nineteenth-century colonial empire conducted its maritime life. Jeudes Paquebots provides a unique opportunity for an insight into late nineteenth-century family amusement at a time when French maritime endeavours were obviously a matter for national pride and statement, even at the level of juvenilia. By the 1880's board games had gained widespread popularity amongst the middle and upper class. With greater leisure time a demand for fun pursuits increased. Not just for enjoyment however, board games played an important educational and moral role. Earlier European board games of the 19th century board games had focused on the teaching of rewards for good life choices made whilst playing. A player was rewarded for making the right spiritual decisions and the religious overtones were never far away. Children could be 'taught' through games played at home within the family about actions and consequences. But by the 1880's this view has shifted as the world became smaller and more familiar through commerce, travel and exploration. Games based on world geography, particularly colonial outposts, were very popular in countries where national pride was immersed its presence overseas. Decorated with pictures of exotic faraway lands, board game adventures kept children interested whilst they learnt of their countries strength and world position. Travel itself had become more affordable and accessible and shipping lines such as Messageriers Maritime were household names. With a growing middle class looking for tokens of new wealth and prestige, board games were easily acquired and acceptable pastimes.