

# The Museum Of Gaming Newsletter

Issue number 4 - August 2015

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### **Museum Update**

The museum was first announced in November 2014. My goal was to spend the first full year just planning and shaping what the museum was going to be.

During this first year we've had a presence at International Tabletop Day, held a family gaming event in Lytham, written articles and reviews, expanded the collections, documented our procedures and for the last two months had an exhibition in place at Warrington Museum.

There's still some time before the end of the museum's first year and by then we plan to fully form the committee, open accounts and register as a Charitable Incorporated Organisation. Roll on November and our first AGM!

Phil Robinson
Director & Curator

info@museumofgaming.org.uk



Museum of Gaming Exhibition at Warrington Museum & Art Gallery

# Warrington Museum & Art Gallery

Before we say anything about the exhibition at Warrington Museum and Art Gallery a big thank you goes out to all of the museum's staff who have been a great help in delivering and running the exhibition.

This free exhibition has been running for almost two months, from Saturday the 18<sup>th</sup> July until Saturday the 19<sup>th</sup> September. There was quite a lot packed into a small gallery space but it had a good atmosphere and didn't feel crowded even with plenty of visitors in there.

## Warrington Museum & Art Gallery ...continued

The Museum of Gaming exhibition at Warrington had meaning at many levels. Simple nostalgia gave way to interactive nostalgia as parents played with and talked to their own children about games from their childhood. Colourful information boards linked the different displays in a natural progression and provided an education backdrop. It was interactive, informative, educational and entertaining all at once.

The information boards were wall mounted and this allowed visitors to find out information about the objects displayed whilst not overcrowding the cabinets. The cabinets themselves were filled with games from ancient times right up to the Playstation2 Era.

There were cabinets with gaming items from ancient Egypt, Rome and Viking Britain, snakes and ladders, parlour games, dominoes, family favourites such as Cluedo and Monopoly, arcade boards and of course playable retro games consoles from every generation.

CPU	System	Game
8-bit	Atari 2600	Asteroids
16-bit	Sega Megadrive	Sonic
32-bit	SONY Playstation	Wipeout
64-bit	Nintendo 64	Smash Bros
128-bit	SONY Playstation2	SSX

In the centre of the exhibition was a large display case with a huge pile of boxed games consoles. The SEGA consoles formed a nice corner around a development kit and the museum's own retro gaming project "Invasion", a historic collection of space invader games coded onto a single Megadrive cartridge in 68k assembler.



The Museum's retro coding project Invasion was on display.



Warrington Museum and Art Gallery hosted the Museum of Gaming exhibition this summer.

The exhibition was a great success attracting lots of visitors who were queuing at the door on opening day. It shows there is plenty of interest in the kind of exhibitions the Museum of Gaming is going to be building in the future.

Towards the end of the exhibition we were approached by a TV producer who wanted to film there for a show on BBC2 called Antiques Road Trip. We met with the director and discussed the museum's ideas over lunch. Warrington Museum staff kindly agreed to participate in the filming.

This exhibition has been a great thing to be involved with. We are technically still working towards our short-term goals and exhibitions were supposed to be part of the mid-term strategy but we have to take opportunities like this. We will be building touring exhibitions as the next stage and details of this will be on our website shortly.

# Lytham Arts Festival One day gaming event

Thanks to everyone who attended our event in Lytham, we had a lot of fun and hope everyone enjoyed it as much as we did. The event was part of our "Let Us Play" project.

The project is designed to encourage friends and families to create regular scheduled game time and to have fun interacting through gaming. For adults and kids games are a social activity full of imagination, creativity and learning. They encourage direct communication, develop problem solving skills, working together and following structured play.

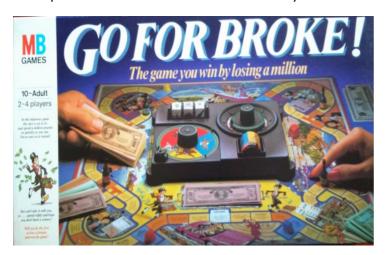


### **Archive News**

### New items entering the archive



We have significantly expanded our collection of family board games since the last newsletter with good condition examples of most of the family favourites including connect 4, twister, frustration, kerplunk, guess who and many more. Choosing a few examples for the newsletter is not an easy task.



Go For Broke! was first published in 1965 but it saw a revival in 1988 amongst the heavy capitalism of Thatcher's Britain. Every player starts the game with £1m and the aim is to be the first player bankrupt. It's like a reverse game of monopoly.

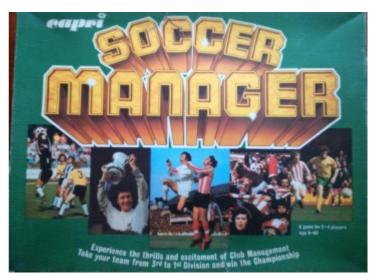
Then there's this little gem "STAR WARS, escape from death star game" released in 1977 to accompany the first film.



STAR WARS, escape from death star game, 1977

The game was published by Kenner along with a similar game called "Star Wars: Destroy Death Star Game".

In a licensing frenzy Palitoy also published a game called "Star Wars: Destroy Death Star Game" in 1977, the Palitoy version was an electronic game.



Capri Soccer Manager from 1976.

Soccer Manager is a football game in which you play the manager and have to build your football club from nothing and to try to get them to champions of the the First Division.

As you would expect this involved putting together a team, purchasing star players, playing matches and improving the clubs facilitates whilst managing the club's finances.

### **Acquisition News**



Ancient Roman Dice & Napoleonic draughts

We have recently acquired these wooden Napoleonic draughtsmen which were found in a river bank. Both are broken but show the design quite clearly and there is one black and one white piece.

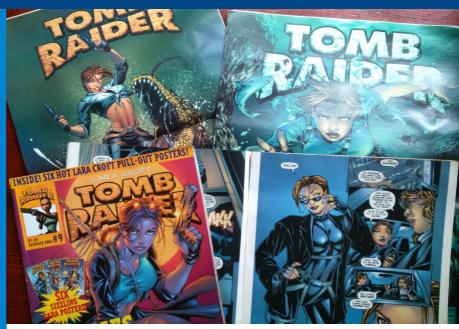
Also, we have these fantastic Roman dice made from animal bone. They are each a different size but they all have their pips engraved in the typical concentric circle style used on Roman dice.

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### **Charitable Outcomes**

Here are our charitable outcomes as defined in our governing document and our museum plan.

- (a) "to deliver a programme of public exhibitions relating to the museum's themes and purposes."
- (b) "to provide public services, events and outreach for the benefit of the local community and their families."
- (c) "to generate publications, make public information about objects in the museum's collections and produce other forms of dissemination."
- (d) "to actively engage the local community, schools, higher and further education facilities with educational activities around the museum's themes and purposes."
- (e) "to actively engage with the local community in an inclusive manner, building a museum that is relevant for Lancashire as well as the wider area."
- (f) "to be actively involved in community events and provide outlets and links with local business and individuals involved in game development or gaming activities."
- (g) "to acquire, preserve, research and manage collections of objects relating to the history of games and their development."
- (h) "to promote access to the museum's collections and resources for study, education and enjoyment."
- (i) "to maintain and develop a communications plan to market the museum and increase public awareness."
- (j) "to maintain affiliation with relevant bodies and associations for the purpose of collaboration, support and the furthering of knowledge."
- (k) "to be develop links with tourism and local councils to encourage visitors to Lancashire."
- (I) "to promote and market the museum and its activities so that it becomes self funding."



Tomb Raider Comic Books, 2003.

There's just enough space to squeeze in these Tomb Raider goodies! First we have some comic books from 2003. We only have a few at the moment but they're in great condition and have all of their posters intact.

Tomb Raider was such a successful game and Lara such an iconic character that it spawned a level of merchandise not previously seen including a series of movies. This call sheet is from the original 2001 Tomb Raider movie by Paramount British Pictures Ltd.



Tomb Raider Movie Call Sheet 2001.

### **MUSEUM INFORMATION**

### Website:

http://www.museumofgaming.org.uk

### **Social Media:**

https://twitter.com/museumofgames https://www.facebook.com/groups/museuofgaming/ http://instagram.com/gamingmuseum

### **Email Contact:**

info@museumofgaming.org.uk



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