

Greenwald, David Galt games and puzzles collection

David Galt Greenwald games and puzzles collection

1850-2005

Title Statement

Greenwald, David Galt games and puzzles collectionGuide to the David Galt Greenwald games and puzzles collection MS 00427

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Descriptive Summary

Unit ID

MS 00427

Unit ID

/repositories/2/resources/10016

Unit Date

1850-2005

Language

English Dutch; Flemish German French

Extent

8 Boxes Five oversize boxes, one half Hollinger box, and two rectangle artifact boxes

Repository

Special Collections Research Center

Administrative Information

Conditions Governing Access

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Preferred Citation

David Galt Greenwald games and puzzles collection, Special Collections Research Center, William & Mary Libraries.

Scope and Contents

The David Galt Greenwald board games and puzzles collection consists of black Americana board games, puzzles, card games, and ephemera. Series 1 consists of boxed games, puzzles, and toys, largely depicting racist caricatures, including minstrel/blackface imagery, stereotypes, propaganda, and sometimes anti-black violence. Other items in Series 1 depict black empowerment, history, heritage, culture, and collaboration. Series 2 consists of entertainment-related or associated ephemera, including paper board games and puzzles, toys, a stereoview, a watercolor booklet, Court Whist scorecards, promotional material, and pages of a 1883 almanac. The majority, but not all, of these materials likewise feature minstrel/blackface imagery and racist caricatures and stereotypes. These materials offer insight into the cohesive use and promotion of racist imagery, stereotypes, and rhetoric through entertainment media in the 19th and 20th centuries in the United States and Europe. These materials also offer insight into the use of physical entertainment media during the 20th century to educate the public about the Black Power movement, and black community, history, heritage, and empowerment. Additionally, the collection may offer insights into the sale and popularity of black Americana materials between the 19th and early 21st centuries, with at least one board game likely being a 21st century "hoax" using historical anti-black imagery to feign its true age.

General

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Description of Subordinate Components

Series 1: Board games and card games

Unit ID /repositories/2/archival_objects/649673

Unit Date 1850-2005

Extent 7 Box

Scope and Contents

Twenty-seven boxed board games, card games, puzzles, and toys of black americana material culture. Many of these games use racist terms, imagery, caricatures, and stereotypes of black people, some associated with blackface and minstrel performances, with two games explicitly featuring anti-black racial violence in gameplay. Other games educate about systemic racism and oppression, black history and culture, prominent black figures in American history, and the Black Power political movement, often having

a collaborative element.

Black Americans of Achievement, the game (1 of 2)

Unit ID /repositories/2/archival_objects/649674

Unit Date 1993

Mixed materials 1 (box)

Creator BAOA, Inc.

Biographical / Historical

Game was sponsored by Burger King and Grolier Books in California.

Scope and Contents

Black Americans of Achievement: the Game is based on the Black Americans of Achievement book series highlighting the accomplishments and contributions of black Americans to society, culture, science, politics, and the arts.

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Black Americans of Achievement, the game (2 of 2)

Unit ID /repositories/2/archival_objects/649675

Unit Date 1993

Mixed materials 1 (box)

Creator BAOA, Inc.

Biographical / Historical

Game was sponsored by Burger King and Grolier Books in California.

Scope and Contents

Black Americans of Achievement: the Game is based on the Black Americans of Achievement book series highlighting the accomplishments and contributions of black Americans to society, culture, science, politics, and the arts.

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Little Black Sambo

Unit ID /repositories/2/archival_objects/649676

Unit Date 1945

Mixed materials 1 (box)

Creator Cadaco-Ellis (Chicago, IL)

Scope and Contents

Little Black Sambo depicts a caricature of a young black boy traversing a jungle and offering his clothes to avoid being eaten by tigers until he reaches "civilization" again. "Sambo" is a racial slur from Spanish for a person of African descent.

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In Search of Identity

Unit ID /repositories/2/archival_objects/649677

Unit Date 1984

Mixed materials 2 (box)

Creator Identity Toys, Inc. (Milwaukee, WI)

Scope and Contents

In Search of Identity is a educational game challenging players to answer trivia questions about black people, history, and culture, with the intent of connecting players to their black heritage through expanded knowledge.

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The X Game

Unit ID /repositories/2/archival_objects/649678

Unit Date 1991

Mixed materials 2 (box)

Creator Identity Toys, Inc. (Milwaukee, WI)

Scope and Contents

The X Game is a "fight the system" collaborative board game following Malcolm X's philosophy and the Black Power Movement.

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The Black Community Game

Unit ID /repositories/2/archival_objects/649679

Unit Date 1976

Mixed materials 2 (box)

Creator Motherland, Inc. (Boston, MA)

Biographical / Historical

Game was developed by Malik Ali to demonstrate the importance of working within a community to build economic and political power to children and adults. Edward Jennins, a professor at Talladega College, designed the cover, logo, and board images.

Scope and Contents

The Black Community Game is a collaborative game meant to demonstrate the importance of black people working together in their communities to affect social, political, and economic change.

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Skillets and Cakes

Unit ID /repositories/2/archival_objects/649680

Unit Date 1946

Mixed materials 3 (box)

Creator Milton Bradley Co.

Scope and Contents

Skillets and Cakes is a token flipping game with the goal of flipping all of your "cakes" over first. The front of the box depicts an adult man flipping pancakes in a skillet while two children watch. It is unclear whether the adult man is supposed to be black or if there was just a darker printing for his skin, as the children are depicted with the same tone.

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Snake Eyes Junior

Unit ID /repositories/2/archival_objects/649682

Unit Date 1941

Mixed materials 3 (box)

Creator Selchow & Righter Co. (New York, NY)

Scope and Contents

Snake Eyes Junior Edition is a competitive dice and chip-collecting game with some cards and imagery containing racist caricatures and stereotypes of black people compared to depictions of white people on other cards.

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Watermelon Puzzle game

Unit ID /repositories/2/archival_objects/649683

Unit Date 1896

Mixed materials 3 (box)

Creator Parker Brothers (Salem, MA)

Biographical / Historical

Game was featured in the Parker Brothers' 1896-1897 game catalog.

Scope and Contents

The Watermelon Puzzle game promotes anti-black stereotypes and features a racist caricature of a black man eating watermelon, an image historically used as propaganda depicting black people as childish and/or "unclean".

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Zoo Hoo

Unit ID /repositories/2/archival_objects/649684

Unit Date 1924

Mixed materials 3 (box)

Creator Lubbers & Bell Mfg. Co. (Clinton, IA)

Scope and Contents

Zoo Hoo features a racist caricature, likely depicting a blackface minstrel character, of an overwhelmed black zookeeper named Wash, who the players help in rounding up zoo animals released by a clown.

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Poor Jenny

Unit ID /repositories/2/archival_objects/649685

Unit Date 1927

Mixed materials 3 (box)

Creator E. E. Fairchild Corporation

Scope and Contents

Poor Jenny is a "chutes and ladders" type game depicting racist caricatures of black children and the "black Mammy" stereotype, historically used to promote the myth that black enslaved women were happy serving white "masters" despite their abuse.

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Puzzle Picture and Cutout Objects

Unit ID /repositories/2/archival_objects/649686

Unit Date undated

Mixed materials 3 (box)

Scope and Contents

Puzzle Picture and Cutout Objects is a children's jigsaw puzzle game featuring a racist depiction of an African man running away from a lion and a reductive depiction of Africa with the Egyptian Pyramids next to a desert and wooden dwelling.

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Watch On De Rind

Unit ID /repositories/2/archival_objects/649687

Unit Date 1931

Mixed materials 4 (box)

Creator E. E. Fairchild Corporation

Scope and Contents

Watch on De Rind depicts racist caricatures and stereotypes of black children eating watermelon, with the objective of catapulting balls into their "mouths".

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Unocando

Unit ID /repositories/2/archival_objects/649688

Unit Date 1946

Mixed materials 4 (box)

Creator Goetze Game Co. (Plymouth, WI)

Scope and Contents

Unocando ("You-no-can-do") is a numbered tile shuffling game depicting racist caricatures of two African people playing the game and speaking gibberish, with verbiage mocking African languages and/or black and African English speakers.

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The Darky Shooting Gallery

Unit ID /repositories/2/archival_objects/649689

Unit Date undated

Mixed materials 4 (box)

Creator J. W. Spear & Sons (London, UK)

Biographical / Historical

The term "darky" is a racist slur for black people, which peaked in use in the years between 1850-1870 and 1900-1920. The "Little Darky Shooting Gallery" game was featured in a 1914 Butler Brothers toy catalog.

Scope and Contents

The Darky Shooting Gallery models anti-black violence, consisting of a spring coil "gun" players use to shoot "bullets" at cutouts of black people, depicted in racist and stereotyped caricatures.

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Darkies in the Melon Patch

Unit ID /repositories/2/archival_objects/649690

Unit Date 2005

Mixed materials 4 (box)

Scope and Contents

Darkies in the Melon Patch is a "chutes and ladders" type game using racist language and imagery of

Snakes in the Field Patch is a snakes and ladders type game using racist language and imagery of racist and stereotyped caricatures of black people navigating a watermelon patch and avoiding a white farmer aiming at them with a gun. This game appears to be a 21st century counterfeit/hoax of black americana material culture. The copyright information provided claims the game was copyrighted in 1932 by a "Hudson Brothers" company at "127 42nd Street, Buffalo, NY", though no such company or location appears to exist, and other sources have given copyright dates as early as 1910. The images on the box cover and game board appear to have been digitally printed and some have computer graphics imposed on images dated to various years between 1910 and 1940.

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Snake Eyes

Unit ID /repositories/2/archival_objects/649691

Unit Date 1930-1940

Mixed materials 4 (box)

Creator Selchow & Righter Co. (New York, NY)

Scope and Contents

Snake Eyes is a competitive dice and chip-collecting game with some cards and imagery containing racist caricatures and stereotypes of black people compared to depictions of white people on other cards.

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Schwarzer Peter

Unit ID /repositories/2/archival_objects/649692

Unit Date undated

Mixed materials 4 (box)

Language German

Creator J. W. Spear & Sons (London, UK)

Scope and Contents

Schwarzer Pieter is an "Old Maid" type game featuring a blackface minstrel character original from Belgium and Netherlands named "Black Pete", who is an assistant to Saint Nicholas and a racist caricature of a black person.

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Swahili game

Unit ID /repositories/2/archival_objects/649693

Unit Date 1968

Mixed materials 5 (box)

Creator Milton Bradley Co.

Scope and Contents

Swahili is a mancala-like game modeled, and possibly appropriated, from the game of Bao from East Africa.

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Blacks & Whites (1 of 2)

Unit ID /repositories/2/archival_objects/649694

Unit Date 1970

Mixed materials 5 (box)

Creator Psychology Today Games (Del Mar, CA)

Scope and Contents

Blacks & Whites models the contemporary racism, oppression, and systemic inequalities black people face in American society, highlighting the socioeconomic and political disparities between black and white Americans. The creators noted that, while the game was meant to simulate racial disparity to white and privileged players, test players rewrote the rules of play to make game outcomes more equitable and fair between races.

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Blacks & Whites (2 of 2)

Unit ID /repositories/2/archival_objects/649695

Unit Date 1970

Mixed materials 5 (box)

Creator Psychology Today Games (Del Mar, CA)

Scope and Contents

Blacks & Whites models the contemporary racism, oppression, and systemic inequalities black people face in American society, highlighting the socioeconomic and political disparities between black and white Americans. The creators noted that, while the game was meant to simulate racial disparity to white and privileged players, test players rewrote the rules of play to make game outcomes more equitable and fair between races.

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Bimbo Ringo

Unit ID /repositories/2/archival_objects/649696

Unit Date c. 1923

Mixed materials 5 (box)

Creator G. H. Robinson Company (Chicago, IL)

Scope and Contents

Rimbo Ringo is a ring toss game featuring a racist caricature of an African man with the ring hooks

Sambo Kings is a ring toss game featuring a racist caricature of an African man with the ring hooks depicted as different adornments on the person's face and weapons.

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Die Seefahrer in Africa/Les Marins en Afrique

Unit ID /repositories/2/archival_objects/649697

Unit Date c. 1850, reproduction

Mixed materials 6 (box)

Language German French

Creator Bermann & Sohn

Scope and Contents

Die Seefarher in Africa/Les Marins en Afrique is a German-French game with the objective of collecting or pillaging treasure from African port cities as sailors hailing from colonialist powers. May be a reproduction.

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In Dixieland

Unit ID /repositories/2/archival_objects/649698

Unit Date 1897

Mixed materials 6 (box)

Creator The Fireside Game Co. (Cincinnati, OH)

Scope and Contents

In Dixieland is a rummy-like card game with images of black children and adults living in the south, often in impoverished conditions and framed according to racist stereotypes.

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Knock Knock

Unit ID /repositories/2/archival_objects/649699

Unit Date c. 1930

Mixed materials 6 (box)

Creator Chad Valley Co., Ltd.

Scope and Contents

Knock Knock is a card game similar to Uno depicting a racist minstrel-like caricature on the box cover.

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Race Card

Unit ID /repositories/2/archival_objects/649700

Unit Date 1995

Mixed materials 6 (box)

Creator The Concept Card Co. (New Orleans, LA)

Scope and Contents

The Race Card is a standard 52 playing card deck with black people and fashions depicted on the face cards.

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Zwarte Piet

Unit ID /repositories/2/archival_objects/649701

Unit Date c. 1978

Mixed materials 7 (box)

Creator Bermann & Sohn

Scope and Contents

Zwarte Piet is an "Old Maid" type game featuring a blackface minstrel character original from Belgium and Netherlands named "Black Pete", who is an assistant to Saint Nicholas and a racist caricature of a black person.

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Series 2: Ephemera

Unit ID /repositories/2/archival_objects/649702

Unit Date 1883-1931, undated

Scope and Contents

Seven folders containing pieces of black americana ephemera that largely use anti-black language, caricatures, and imagery to promote racist stereotypes of black people.

"Mammy Memo" notepad holder

Unit ID /repositories/2/archival_objects/649703

Unit Date c. 1930s

Mixed materials 5 (box)

Creator Hampden Novelty Mfg, Inc.

Scope and Contents

The "Mammy Memo" is a plastic notepad and pencil/pen holder shaped in the form of the racist, stereotyped "Mammy" caricature. The exact creator could not be identified, but similar products were copyrighted by Hampden Novelty Mfg, Inc.

General

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The Oldest Game Known

Unit ID /repositories/2/archival_objects/649704

Unit Date c. 1931

Mixed materials 7 (box)

Creator H Fishlove & Co.

Scope and Contents

The Oldest Game Known depicts racist caricatures of two black men playing with dice on the box cover. The box contains a metal pot painted purple, but there are no instructions wherein.

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The Magic-Mask

Unit ID /repositories/2/archival_objects/649705

Unit Date undated

Mixed materials 7 (box)

Scope and Contents

The Magic-Masks consists of rubber pieces shaped like exaggerated facial features with a racist caricature of a black person on the box cover. This toy was made in Japan, but no instructions or further information could be identified.

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Ceramic figurines (5)

Unit ID /repositories/2/archival_objects/649706

Unit Date 1945-1952

Mixed materials 7 (box)

Scope and Contents

Five porcelain figurines, four of which depict minstrel-like caricatures of black musicians playing different instruments, and one shaped like a rudimentary hut with two African individuals on the front with little to no clothing.

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Frank Leslie's Illustrated Family Almanac for 1883 page

Unit ID /repositories/2/archival_objects/649707

Unit Date 1883

Mixed materials 8 (box)

Container 1 (Folder)

Creator Frank Leslie Publishing House

Scope and Contents

Four pages (printed on one sheet of folded paper) from "Frank Leslie's Illustrated Family Almanac for 1883", with one page featuring the print "The Shark Fisheries Near New Smyrna, Florida" that depicts racist caricatures of black men working in teams to pull live sharks to shore.

General

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A Skin Game Nabbed stereoview

Unit ID /repositories/2/archival_objects/649708

Unit Date 1901-1903

Mixed materials 8 (box)

Container 2 (Folder)

Creator H. C. White Co. (North Bennington, VT)

Scope and Contents

A stereoview titled "A Skin Game Nabbed" that features black men playing poker with one pointing a gun at the other players, propagating a racist stereotype of black men as violent cheaters. The stereoview claims to have been made for "The 'Perfec' Stereograph".

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Painting the House Jack Built watercolor booklet

Unit ID /repositories/2/archival_objects/649709

Unit Date 1920

Mixed materials 8 (box)

Container 3 (Folder)

Creator National Lead Company

Creator O.C. Harn

Scope and Contents

"Painting the House that Jack Built" is a watercoloring booklet with paint squares stapled in the middle of the book, featuring a copyrighted "Dutch Boy" character that promotes the purchase of paint from the National Lead Company, who persists against different weather conditions with faces. It is unclear whether any of the weather conditions represent racist caricatures of black people.

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"Lasses" and "Honey" card

Unit ID /repositories/2/archival_objects/649710

Unit Date 1928

Mixed materials 8 (box)

Container 4 (Folder)

Biographical / Historical

W.S.M., standing for "We Shield Millions", is a radio station founded in 1925 famous for hosting "The Grand Ol' Opry" radio program. "Lasses" refers to LeRoy Robert White, a performer who became famous for his blackface minstrel shows during the early 20th century and copyright of the song "Negro Blues" (later renamed to include a racial slur for black people). "Honey" refers to Lee David Wilds, who performed alongside "Lasses" in blackface minstrel shows.

Scope and Contents

Promotional material for W.S.M. depicting two minstrel performers, "Lasses" and "Honey", in blackface on a "Seasons Greetings" card.

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Court Whist scorecards (2)

Unit ID /repositories/2/archival_objects/649711

Unit Date undated

Mixed materials 8 (box)

Container 4 (Folder)

Creator John W. Brophy Co. (Westerly, RI)

Scope and Contents

Two scoring cards for Court Whist signed by a "Mrs. Napper" and an "A Napper", which were associated with the "Lasses and Honey" W.S.M. promotional card.

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Robertson's Golliwog Game of Snakes and Ladders

Unit ID /repositories/2/archival_objects/649712

Unit Date c. 1950

Mixed materials 8 (box)

Container 5 (Folder)

Scope and Contents

Robertson's Golliwog Game of Snakes and Ladders is a chutes and ladders game featuring multiple racist, gnome-like caricatures called Golliwogs on the game cover and paper game board. Golliwog was a trademark for the James Robertson & Sons jam-manufacturing company between 1910 and the 1960s.

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Alonzo O. Bliss Trick Donkey puzzle**Unit ID** /repositories/2/archival_objects/649713**Unit Date** undated**Mixed materials** 8 (box)**Container** 6 (Folder)**Scope and Contents**

Pieces of paper, presumably from medicine packaging, that make up a Trick Donkey game depicting a racist caricature of a black man and a clown as the riders.

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Bridge Party advertisement**Unit ID** /repositories/2/archival_objects/649714**Unit Date** undated**Mixed materials** 8 (box)**Container** 7 (Folder)**Scope and Contents**

An advertisement for Bridge Party depicting a racist "Mammy" caricature misunderstanding suggestive terms used for the game in a fake AAVE dialect. This ad is possible reproduction of an ad printed by the Lee Novelty Co. of Fort Payne, AL.

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