

# NO GAMES ON SUNDAY

Before video games became part of American life, many children made their own toys to play with. Sometimes, if parents could afford it, they bought toys at a shop. Children played with these toys and created their own games. In fact the first known board game was invented by the young daughter of a minister. *The Mansion of Happiness*, as it was called, was issued by a Massachusetts company in 1843, and was designed to teach moral values.

Children were often warned that play was sinful and many were forbidden to play any type of game on Sundays. Any game associated with chance or gambling was thought to be particularly bad for old and young minds alike.

The following was passed by the Vermont Assembly in February of 1779:

“ . . .no person shall, upon land or water, do or exercise any labour, business, or work. . .(works of necessity and mercy only, excepted) nor use any game, sport, play, or recreation, on the Lord’s Day. . .”

The law was frequently enforced. In 1796, Oliver and Samuel Town, the young children of James Town of Pomfret, were caught picking strawberries on the Sabbath and were fined two shillings plus the cost of court.

Most families in Vermont observed such Sabbath laws, although some followed them less closely than others. From sundown on Saturday until sundown on Sunday (and sometimes longer) only necessary work, like milking cows, was allowed.

On the next page is a Vermont history board game designed especially for you to play on any day of the week you want. It is laid out in a manner similar to America’s earliest known game.



## *Game Rules And Directions*

- \* Two to six persons can play this game.
- \* The person to roll the highest number on the die goes first.
- \* Players take turns rolling the die and then moving the number of squares indicated.
- \* Some squares have directions printed on them. Follow the posted instructions (gain one turn, go back 2 squares) or the pointing hands.
- \* If you land on a square where another player already is, the other player must go back three squares. Other squares have diamonds in them. Some of these diamonds have numbers on them. If you land on one, move the number of squares indicated. For example, if you land on a dia-

mond with a -2, you must go back two squares. If you land on a diamond with a +2, you go forward two squares.















\* To reach the end square you must throw the exact number to move the number of squares needed. For example, if you have three squares to go and you throw a 5, you must wait until your next turn to try to get a 3.

\* The first player to get from square one to the end, where Vermont becomes the fourteenth state, is the winner.

### **YOU WILL NEED:**

one die  
game pieces (pebbles, coins, or beans work well)

**START  
HERE**

|   |   |   |  |   |  |  |  |   |   |  |
|---|---|---|--|---|--|--|--|---|---|--|
| 1   | 2   | 3   | 4  | 5   | 6  | 7  | 8  | 9   | 10  |  |
|   | Begin Travel To The New Hampshire Grants  | <b>-1</b>   | Arrive In The Grants   |   | Horse Dies; Have To Buy A New One<br> | <b>+3</b>  | Select Home Site; Begin Clearing Land  |   | Plant First Crop Of Corn  |  |
| 26  | 27  | 28  | 29   | 30  | 31   | 32   | 33   | 34  | 35  |  |
| Help Neighbors Build A Saw and Grist Mill<br>  | Go Back 2 Squares   | Child Dies in Infancy<br> | Gain 1 Turn  | Finish Building Village Church  | Go Forward 1 Square  | Travel To Boston To Sell Your Maple Sugar<br> | Miss 2 Turns   | Yorkers Claims Your Land Is Theirs<br>   |   |  |
| 25  | 24  | 23  | 22   | 21  | 20   | 19   | 18   | 17  | 16  |  |
|   | Miss 1 Turn   | <b>-2</b>   | March 14, 1775 Westminster Massacre<br> | <b>VERMONT BECOMES THE 14th STATE</b>   |  |  |  | January 15, 1777 Vermont Declares Itself An Independent State Named "New Connecticut"   | Go Forward 2 Squares  |  |
| 47  | 48  | 49  | 50   | 51  | 52   | 53   | 54   | 55  | 56  |  |
|   | <b>END</b>  | March 4, 1791 Vermont Admitted To The Union   |  |   | Elected Governor; Under Vermont Constitution; First Election March 3, 1778   | <b>-4</b>  | June 4, 1777 Name Of State "Vermont"   | King George of England Tells The New York Governor Not To Bother The Grant's Settlers<br> | <b>+1</b>   |  |
| 46  | 45  | 44  | 43   | 42  | 41   | 40   | 39   | 38  | 37  |  |
| Other Settlers Build Nearby   | Court Is Prejudiced In Favor Of The Yorkers<br> | Miss 1 Turn   | Go Back 3 Squares  | You Join The Green Mountain Boys<br> | Gain Turn<br>                       | Ethan Allen Comes To Your Village  | Go Forward 1 Square  | Yorkers Ignore The Kings Orders   | Miss 1 Turn   |  |
| 45  | 44  | 43  | 42   | 41  | 40   | 39   | 38   | 37  | 36  |  |
| <b>+4</b>   | You Try To Solve The Land Dispute In Court  |   |  |   |  |  |  |   | King George of England Tells The New York Governor Not To Bother The Grant's Settlers |  |
| 23  | 22  | 21  | 20   | 19  | 18   | 17   | 16   | 15  | 14  |  |
|   | Indians Attack Again<br>                       |   | Good Harvest<br>                       | <b>-1</b>   | Set To Work Rebuilding Your Home   |  | Indians Raid And Burn Your Home<br> | <b>-2</b>   | Continue Clearing Land of Rocks and Trees   |  |
| 12  | 11  | 10  | 9  | 8   | 7  | 6  | 5  | 4   | 3   |  |
| Get Your Family Go Back To Connecticut<br> |   |   |  |   |  |  |  |   |   |  |
| 11  | 10  | 9   | 8  | 7   | 6  | 5  | 4  | 3   | 2   |  |
|   |   |   |  |   |  |  |  |   | Finish Home: Go Back To Connecticut   |  |
| 10  | 9   | 8   | 7  | 6   | 5  | 4  | 3  | 2   | 1   |  |
|   |   |   |  |   |  |  |  |   |   |  |