Primary Maker: Parker Brothers
Title: Chivalry
Date: 1880-1890
Medium: Cardboard, paper, wood
Dimensions: Open (board): 16 1/2 x 16 in. (41.9 x 40.6 cm)
Credit Line: The Liman Collection
Object Number: 2000.234

Object Name: Board game
Classification: TOYS

Curatorial Remarks:
In 1887, George Parker touted his newly-introduced Chivalry as "the Best game in 2,000 years." Unlike the typical Victorian-era board games, Chivalry had complex rules and demanded strategic skill to win. The game proved a flop with the public but was reissued years later as Camelot, with new rules and greater commercial success.

Physical Description:
Board game with 40 playing pieces half red, half white and a paper instruction booklet in a paper box; paper covered cardboard board with a blue and yellow checkerboard with battle scenes and castles in the corners; board printed twice with text: "CHIVALRY/ COPYRIGHTED 1888 BY GEO. S. PARKER & CO/ PATENT APPLIED FOR/
Published By: PARKER BROS. SALEM, MASS.; board label printed with two knights jousting and text: "CHIVALRY/ THE GREATEST MODERN/ BOARD GAME OF/ SKILL/ GEO. S. PARKER & CO./ PUBLISHERS, SALEM, MASS."

Related Objects: