



# Barry Lawrence Ruderman Antique Maps Inc.

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## Katei Kyoiku Sekai Isshu Sugoroku (Home education: around the world board game)

**Stock#:** 62920  
**Map Maker:** Osaka Mainichi Shinbun  
**Date:** 1926  
**Place:** Osaka, Japan  
**Color:** Color  
**Condition:** Good  
**Size:** 29.5 x 41 inches  
**Price:** SOLD



### Description:

Colorful pictorial board game *sugoroku* map of the world, published in Osaka, Japan in 1926.

The Japanese board game, *sugoroku* (碁盤 or 碁), can be traced back to the twelfth century. *E-sugoroku* ("e" meaning picture), a variety that features illustrated game boards, became popular among Japanese commoners in the late seventeenth century.

[Princeton University's blog](#) includes the following write up on the map:

*A popular theme found in the game boards is voyages around the world. Much like ukiyo-e art, sugoroku from the Meiji Period feature domestic travel scenes and landscapes of Japan as a common subject. The addition of international travel games was both a continuation of that tradition and a new fascination engendered by the success of the Meiji Restoration and technological*



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*advancement. These games reflect people's interest in new transportation tools, Japan's admiration of Western civilization, the nation's aspiration to expand its colony and territory, and a growing awareness and (mis)understandings of a culturally and racially diverse global world.*

*Players need to rotate the game board 90 degrees clockwise to better discern a pictorial world map, which highlights animals, people, and famous scenery. The Rising Sun flags mark the Japanese explorations and marine/naval activities in many parts of the world.*

*Dark-skinned aboriginals were a frequent subject of sugoroku, ranging from a curious presence to be approached to a weak population to be conquered by the Japanese to cannibals to be feared and disparaged (as in this game).*

**Detailed Condition:**

Old folds. Some minor toning, very minor losses at folds, and a few short edge tears.