



Fun & Games for the New Year

Japanese Sugoroku



ASIA BOOKROOM

JAPANESE SUGOROKU - NEW YEAR EDITION 2021

Happy New Year! Welcome to Asia Bookroom's Japanese sugoroku catalogue which we have issued specifically to welcome in the New Year. Why a Japanese game catalogue at New Year? Sugoroku has a long history as a popular New Years Day family pastime. It was a day when the family were on holiday and able to spend time playing games including sugoroku.

Although the exact origins of sugoroku are not known, as early as the 13th century sugoroku games were printed in black sumi ink on paper. Used as teaching tools in the Buddhist Tendai sect these early appearances of the game helped novice monks learn the tenets of Buddhism. For centuries the game remained within Buddhist circles but by the Edo period the game became popular in the broader Japanese society. At first the games remained Buddhist and ethically orientated in nature, but over time, although these themes continued to be repeated in one way or another, sugoroku were issued on a far broader range of topics. Ranging from how a girl should conduct herself from birth to marriage (the marriage square being of course the final successful square!) to depicting historical events and wartime propaganda, sugoroku were ever present to celebrate and/or educate.

Lavishly colourful and topically diverse, sugorokus were produced to delight adults and children alike. By the first part of the 20th century a large number were issued as supplements to popular magazines and newspapers. This catalogue includes many examples of new years day sugoroku illustrating some of the popular themes such as travel and pathways to success.

If you are interested in learning more about the world of sugoroku and other popular Japanese prints we would recommend Rebecca Salter's wonderful book, *Japanese Popular Prints* (A & C Black. 2006), which includes a very interesting section on sugoroku.

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We hold a substantial stock of Asian material, including many sugoroku games, in our Canberra shop where we welcome visitors. However as our customers are scattered across the globe we issue over 40 specialised lists by email. These lists include books, ephemera, maps and other materials on paper all with an Asian focus. We hope that you will choose to receive lists in your areas of interest. To subscribe visit:

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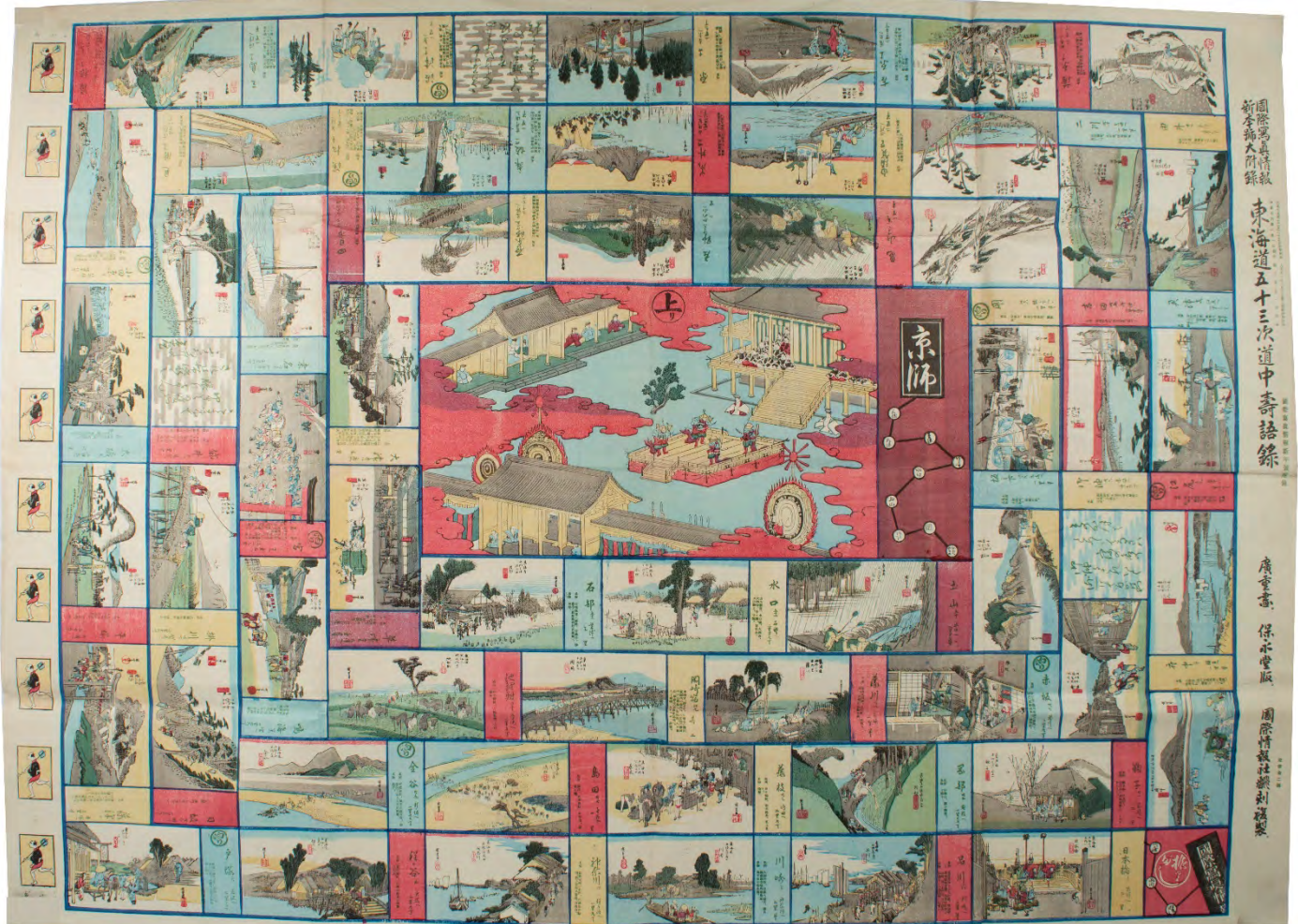
Front Cover: - 漫画すご六. [Manga Sugoroku].

ID 164400

Prices are in Australian dollars.

AU\$1 is worth approximately .77 cents at the time of publication of this catalogue.

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[UTAGAWA, HIROSHIGE]. 歌川広重.

東海道五十三次道中奇語録. [Tokaidō gojūsantsugi dōchū sugoroku].

[Sugoroku Game of 53 Stations of the Tokaido Route]

Sugoroku game sheet, colour wood block print, 79 x 109cm, 53 illustrated panels with place name panels, complete with the 10 original playing pieces printed on the left margin, a few tiny holes at folds and tiny closed marginal tear professionally repaired, very good copy of a beautiful sugoroku.

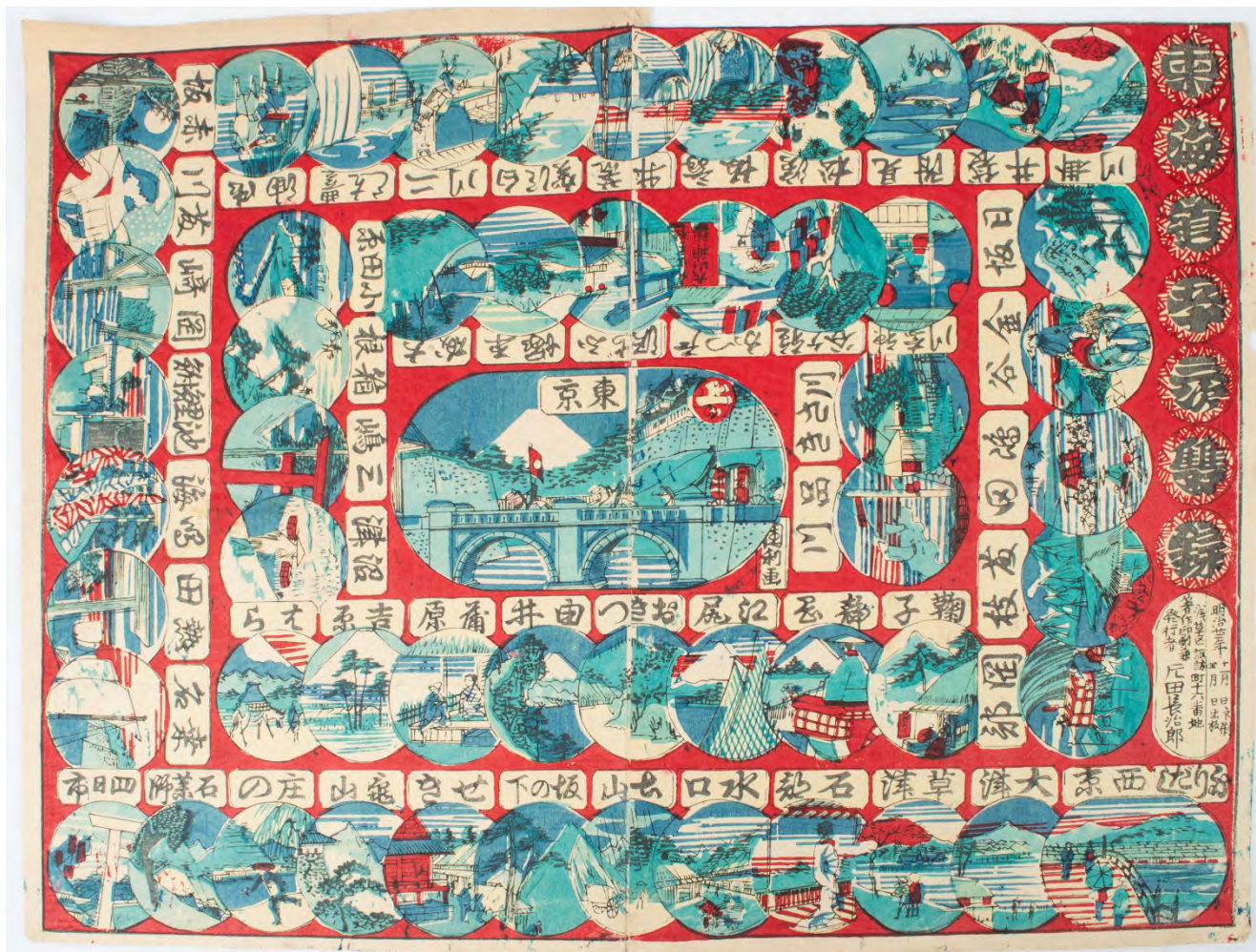
国際情報社. [Kokusai Jōhōsha]. 東京. [Tokyo]. 大正 16 [1926]

This sugoroku board game was issued as a new year supplement for the Kokusai Shashin Joho (International Photographic Information) magazine in January 1926. This photographic magazine was established in 1922 in Tokyo at the time when photography was beginning to boom as a hobby amongst the Japanese public.

The game features reproductions of the Hoeido version of Hiroshige's wood block prints of 53 stations of the Tokaido, with some additional information on each station. It includes some famous sights and local food available at each station. The game starts from Nihon-bashi in Tokyo and finishes in Kyoto. The last panel of Kyoto features the Imperial Palace with court officials watching Samurai demonstrations, and it is different from Hiroshige's version.

The game sheet retains brilliant colours with the original 10 playing pieces, so often lost, printed on the margin.

A\$1250.00 Stock ID: 171041



[KATADA, CHōjūrō]. 片田長治郎.

東海道五十三次雙録. [Tōkaidō gojūsan-tsugi sugoroku].

[53 Stations of the Tokaido Sugoroku].

Colour woodblock sugoroku, 37.5 x 48.5cm, upper margin trimmed, small chip right margin, occasional barely visible pin holes. A bright attractive copy.

片田長治郎. [Katada, Chōjūrō]. 東京. [Tokyo]. 明治 21 [1888]

In this colourful sugoroku game, players travel from Kyoto to Tokyo through 53 stations of the Tokaido, the end goal being the Imperial Palace in Tokyo. Each of the 53 stations are illustrated with famous landmarks. Mt Fuji appears often as the journey reaches the regions around Shizuoka and Tokyo.

This sugoroku was published by Katada Chojiro who was a well-known woodblock carver and publisher of Ukiyo-e in Meiji period. He died at the age of 66 in 1919.

A\$950.00 Stock ID: 170836



[AKI REIJI]. 秋玲二.

世界スピード競争双六. [Sekai Supīdo kyōsō sugoroku]. World Speed Competition Sugoroku.

This supplement to Shonen 少年 published on New Years Day Showa 25 [1950] is folded as issued. Two games printed back to back on a single sheet. Race around the world game is brightly coloured, the Whale Hunting game on the reverse is printed in a light purple ink. Some even browning and a little wear along folds. A few small closed tears. Good copy.

Kōbunsha]*. 光文社 Volume 5 number 1. Showa 25 [1950]

A colourful educational sugoroku designed for boys which shows various places around the world and diverse forms of transport including trains, aeroplanes, liners, inuit canoes, elephants and camels. The players start from Japan (represented by an image of Mt Fuji), and can travel either eastwards or westwards around the world, with the westward course taking them to Manila, Singapore, Colombo, Cape Town, Rio de Janeiro, New York, Chicago, San Francisco and Seattle, and the eastward course taking them to Hawaii, Panama, New York, London, Paris, Rome, Cairo, Colombo and Hong Kong.

There are images of famous landmarks such as the Vatican, the Eiffel Tower, the Empire State Building, the Statue of Liberty and the Niagara Falls, and comic-book style images of an Indian on an elephant, and African with a spear, a Native American, a Hawaiian hula dancer etc. Colombo is clearly a place to be avoided, as it is illustrated with a picture of someone suffering from a fever, and if you land on this circle you have to miss a turn. On the reverse is a whale hunting game Nanpyoyō hoge tsūkai gēmu-ban (南氷洋捕鯨痛快ゲーム盤) - Antarctic Ocean Whale Hunting Game. The illustrations show whaling ships, images of whalers manning a harpoon gun, and depictions of various sorts of whale. The game was played between two individuals or two teams, with the dice representing "harpoons", and different dice scores representing the special of whale caught, with humpback whales having the lowest score and 30 meter white whales having the highest.

A\$350.00 Stock ID: 164487



[HASEGAWA SEIYA]. 長谷川誠也

世界一周飛行双六. [Sekai issshū hikō sugoroku]. Flight Around the World Sugoroku.

Issued as a supplement to Shonen Sekai 少年世界 published on 1 January Showa 3[1928]. Printed on both sides this sheet has two sugoroku on it. 世界一周飛行双六 [Sekai issshū hikō sugoroku] printed in full colour and 豪勇強兵衛武者修行双六 [GōyūTsuyobē Mushashugyō sugoroku] printed in blue on reverse. Folded as issued. Few small cellotape repairs fold and lower margin.

Very attractive game in good condition. 78.8 x 54cm.

Kabushiki Kaisha Hakubunkan]*. 株式会社博文館
Showa 31928

A colourful New years sugoroku produced by "Shonen Sekai", a magazine for boys. The first aerial circumnavigation of the world had been achieved by a US team of aviators in 1924 and attracted a great deal of interest in Japan. This sugoroku follows a

fictional round-the-world flight by two youthful Japanese pilots who are: shot at by an enemy in China, make a parachute descent into India, encounter spear-waving tribesmen, survive a thunderstorm, fight off lions in Africa, are greeted by native Americans in the Rocky Mountains, and skim over the back of a spouting whale in the Pacific before being welcomed home to Japan. The reverse side bears a blue-and-white printed sugoroku based on a boys' cartoon story about a fictional samurai figure.

A\$350.00 Stock ID: 164496



[KOITO, KATSUJIRO].
小糸勝次郎.

不思議の国付録. 世界一周競争双六. [Fushigi no Kuni furoku. Sekai isshū kyōsō sugoroku]. [Fushigi no Kuni Supplement. Around the World Race Sugoroku].

Large coloured folded
sugoroku map with playing

pieces in the shape of planes and trains along the borders, a Japanese first name written in red pencil on the right bottom border, a little light foxing and careless folding, otherwise very good. 54.5 x 78cm.

Kinransha. [金蘭社]. 東京. [Tokyo]. Taishō 16 [1927].

Issued as the New Years Day supplement to a children's magazine, Fushigi no Kuni (Wonder Land), issued on 1 January 1927, this large colourful sugoroku features a tour around the world. Interestingly, the date of issue is recorded as the 16th year of Taisho era (1927), but with the death of Taisho Emperor on 26 December 1926, a new era of Showa started and 1927 became the second year of Showa. The map of the world is distorted to fit the all the major cities evenly in a square surface. Japan is place in the centre right and the geographical arrangement of continents and seas covers the Atlantic, Europe, North Africa, Russia, Asia, the Pacific and North America.

The players start from Tokyo and firstly proceed to west to Korea or China. They reach Europe either by the south route via India or by the north route via Russia. Leningrad is marked with a bust of Lenin. Several European cities are marked with illustrations, such as Big Ben in London and a bull fight in Madrid. If a stop is made at Bordeaux in France, the player can have a swig of sake, and, at Madrid one must pretend to be a bull. After crossing the Atlantic, the North American cities, such as New York and Chicago are visited. When a stop is made at Los Angeles which is marked with illustrations of a Hollywood camera man and Charlie Chaplin on the roof, the player is required to copy the comedian's gesture. Chaplin and his films were immensely popular in Japan in the 1920s. The game finishes when the player returns to Tokyo.

This sugoroku game was used to educate Japanese primary school children about geography and cultures of the world through a fun play.

A\$350.00 Stock ID: 169970



MORISHITA, IWATARO. EDITED BY]. 森下岩太郎編輯.

新案スポーツ双六. [Shin'an supotsu sugoroku]. [New Sport Sugoroku Game].

Japanese sports themed coloured Sugoroku with Japanese fortune telling game printed in blue ink on the reverse. Folds, some neat Japanese tissue repairs along a few folds. Very good condition. Text in Japanese. 54 x 78cm.

博文堂. [Hakubundo]. 東京. [Tokyo]. 昭和 4 [1929]

This sheet with two games on it were often published as New Year supplements, this for the Asahi magazine in January 1929. The sugoroku features mainly young male athletes engaging in various sporting activities, including sumo wrestling, judo, skiing, table tennis, swimming, archery, boxing, baseball, and rugby. One panel shows female players playing basketball.

The fortune telling game on the reverse of the sugoroku gives various readings by using two dice. Both games were designed to be enjoyed at home with families and friends during New Year celebrations. Interestingly, given the time of publication, militarism is not featured in either game, probably because fighting in China was not seriously affecting the Japanese society at this stage. All sorts of sports were enjoyed by the public in Japan at that time and people's main concerns for the future were still mostly related to personal relationships and money.

A\$350.00 Stock ID: 171508



[NAKAMURA]. 中村不折. (PAINTER, AUTHOR)

日英博覽會見物世界一周双六. [Nichi-Ei hakurankai kenbutsu sekai issshū. sugoroku]. [Trip around the World Board Game]

Colour folding sugoroku, 53.5 cm x 72.8 cm. Issued as a supplement to Tokyo Asahi Shinbun published on 1 January Meiji 43 [1910] (no. 8397). A little light even browning, some careless folding and small holes at folds, few minor chips and creases along margins. Some soiling and browning on the reverse but generally very good.

Meiji 43 [1910]

This sugoroku or board game was published to commemorate the Japan–British Exhibition of 1910, which was an exposition co-hosted by Japan and the United Kingdom, held from May 14 to October 29, 1910, in London. It was Japan's first international cooperation exhibition and was the largest event about Japan in the early 20th century. The square is London, Paris, Rome, Berlin, Mosko, The Netherlands, Shinbashi, Yokohama, Shiga, Switzerland, Vienna, New York, San Francisco, Hawaii, and Washington.

A\$400.00 Stock ID: 163285



[OKAMOTO IPPEI]. 岡本一平

漫画すご六. [Manga Sugoroku]. [Comic Sugoroku].

Colourful manga style sugoroku, folded. Some light browning on reverse with occasional spotting on image or margins, a little creasing at some folds and edges. Good copy.

Showa 4 [1929]

New Years Sugoroku published by the women's magazine Shufu no Tomo for New Year 1929. The brightly coloured images in the sugoroku are based on the work of popular 1920's manga artist Okamoto Ippei (1886-1948), who was a cartoonist with the Asahi Newspaper. Okamoto was also known as a social critic and 'renaissance man' who, amongst other things, accompanied Albert Einstein on his tour of Japan in 1922-23. This manga presents the life choices faced by a young woman in late 1920s Japan. Its images present a vivid picture of Taisho Era Japanese culture, with its range of lifestyles, from those of the 'modern' young men and women with their fashionable dances and haircuts, to those of struggling farmers. The central picture which concludes the game is a caricature of wealthy and successful family life.

A\$450.00 Stock ID: 164400



OSAKA MAINICHI
SHINBUN 大阪毎
日新聞.

新時代教育遊戯
征空すごろく.
[Shinjidai kyōiku
yūgi seikū
sugoroku].
[Educational Game
of the New Era:
Conquering the Sky
Sugoroku].

Large sugoroku game featuring a air trip around the world. Issued as the New Years Day supplement to Osaka Mainichi Shinbun 大阪毎日新聞 in 1930. Approximately 76.5 x 107.5cm. Few small holes at folds, a little light foxing. Short closed tear from margin upper right. A good copy.

Osaka Mainichi Shinbun 大阪毎日新聞. Osaka. Shōwa 5 (1930).

This large sugoroku game features a round the world air trip. Issued as a supplement to Osaka Mainichi Shinbun 大阪毎日新聞 on 1 January 1930, this sheet shows a colourful map of the world with flight routes. Attractively arranged around the map are photos of famous buildings, beautiful scenery, exotic figures and animals, including a kangaroo, of the world.

The text on the lower section on either side of the game are the directions for playing this sugoroku. There are several ways to play this game. The easiest way to play the game is to start at Osaka and go round the photos, using a dice, ending up at Tokyo which is next to the Osaka photo. More complex ways to play the games are using the flight routes; one can only visit major cities of the world and the text says that the players can make their own rules to make the game more interesting.

On the upper left of the game Japanese and world records of aviation, such as speed records and time of non-stop flights are given. The text on the upper right enumerates major historic flights of the world which include Charles Kingsford Smith's Trans-Pacific flight in 1928. Interestingly Kingsford Smith is described as an American! The photos include Norwegian playwright, Henrik Johan Ibsen, and an American actress, Clara Bow. Clara Bow was a very popular sexy actress at the time, but the association to this sugoroku is the film, Wings, in which she played a leading role. The airship depicted between Japan and the United States is Zeppelin which arrived in Japan in 1929.

A\$450.00 Stock ID: 159823



[TSUTSUMI, KANZO]. 堤寒三.

漫画双六世界早のぞき. [Manga sugoroku sekai hayanozoki]. [A Brief Peek at the World].

Coloured Japanese sugoroku or game complete with players pieces along right margin, 54.8 cm x 79.5 cm. Issued as a supplement to Shin Aichi published on 1 January Showa 6 (1931) no. 14129. Three vertical creases, occasional light browning, very minor insect damage at lower left margin, otherwise very good.

新愛知. Showa 6 [1931]

An historically intriguing sugoroku designed to educate the young Japanese player about many different countries while they "travel" the world. The 20 squares each represent a different place and include: Britain, France, Austria, Siberia, America, Brazil, the Southern Ocean, Antarctic, Africa, Spain, Germany, Italy, China, India, and Nagoya.

The British square focusses on manners and shows the Prime Minister of the day, Ramsay MacDonald, saying "Welcome" as he courteously offers the young Japanese visitors a drink. The Japanese visitors reply with a polite "Thank you". The Italian square is labelled "Hero" and features a rather fierce looking Mussolini, arms crossed, looking directly at the young Japanese visitor who stands on a table saluting him. The young Japanese boy says, "I'm sorry", but for what the boy is sorry we do not know! The German square is illustrated by an image of Dr Hugo Eckener, the manager of the Luftschiffbau Zeppelin between the war and the famous commander of the Graf Zeppelin on its first flight around the world. Hugo Eckener was known for his anti-Nazi views and so within a few years of this sugoroku's publication his career was largely over. Other squares show famous people, such as Chiang Kai-shek (China), Charlie Chaplin (Los Angeles), famous tennis player Henri Cochet (France), famous ski instructor Hannes Schneider (Austria) or well-known stereotypical scenes. Although the Antarctic square unsurprisingly features penguins, the penguins are delightfully pictured standing on each other's shoulders in a pyramid with two penguins passing by saying to each other "Let's say Banzai"!

A\$450.00 Stock ID: 163414



[UEDA, ISSEI]. 上田一誠.

愛国生命生命保険双六. [Aikoku Seimei seimei hoken sugoroku]. [Aikoku Life Insurance Company's Life Insurance Sugoroku Game].

Brightly coloured folding sugoroku, 54 x 77cm, stamp and some browning on reverse. Few small holes at folds but generally very good.

愛国生命保険株式会社. [Aikoku Seimei Hoken Kabushiki Kaisha]. 東京. [Tokyo]. 昭和 2 [1927]

Published for the New Year in 1927 this sugoroku game promotes the life insurance company, Aikoku (Patriotic) Life Insurance Company. The company was established during the Meiji period by alliance of over 300,000 sweets traders in Japan. They attracted groups of doctors, nurses and policemen all of whom were exposed to infectious diseases, who were seeking some type of life insurance cover. As the company name indicates, the game features some patriotic personalities, such as General Nogi and 47 Ronins of Ako. However, the main theme of the game was family members' welfare as the company offered various policies which were similar to family saving plans. Thus, the main aim of the game is to live a long life and receive the accumulated contributions.

A\$350.00 Stock ID: 171510



[UDAGAWA, HITOSHI]. 宇田川鈞.

少女俱樂部新年號付録皇軍萬歲雙六.

[Shojo Kurabu New Year Issue Supplement, Kogun banzai sugoroku].

Supplement Sugoroku to Shojo Kurabu Magazine New Year Issue, "Banzai, Emperor's Troops".

Colourful sugoroku folding game sheet, 53.5 x 78 cm, fold wears carefully mended with non acidic tape.

宇田川鈞. [Udagawa, Hitoshi]. 東京.[Tokyo]. 昭和 15 [1940]

This colourful sugoroku game published as a supplement to the Shojo Kurabu (Girls' Club) magazine's 1940 new year issue was inspected and approved by the Army Information Section. Shojo Kurabu was a popular girls' magazine for early to middle teens and sold almost half a million copies a month during the 1930s. The game was produced by a popular magazine designer for a boys' magazine, Nakamura Seika, and a graphic designer, Sawai Ichisaburo.



The game starts at the home front where young girls learn to work diligently around the house and to volunteer for various jobs in the neighbourhood. The game includes images of delivery of supplies for the troops, Japanese military fighting by air and on the ground, and rural people tending their crops and livestock. A railway line also features.

The goal of the game is to reach Beijing where Japanese soldiers celebrate their victory and Chinese children wave Japanese flags. The game, as might be expected given it was issued for girls, covers the home front, however interestingly also it includes the arena of the war itself. The Chinese segment of the game gives geographical information. Very much a product of its time, propaganda slogans, such as "luxury is our enemy" and "watch out for spies" appear on the game.

A\$350.00 Stock ID: 171590



COLOURFUL SUGOROKU GAME WITH ILLUSTRATIONS OF WORLD MAJOR SITES.

世界一周早回りゲーム. {Sekai isshu hayamawari gemu}.

Quick Around the World Sugoroku Game.

Colourful folding sugoroku game sheet, 55 x 79cm, a fukuwarai game on reverse does not include face pieces.

No publication details. (Circa 1960]

This is brightly coloured post-war sugoroku is a "round the world" game and this together with the fukuwarai game printed on the reverse would have been enjoyed by Japanese families during the new year celebrations. The game, which is colourfully illustrated, covers East Asia, Southeast Asia, New Guinea, Africa, Europe, and North and South Americas with the final goal being returning to Japan and visiting the Royal Palace in Tokyo. The game was probably printed in the 1960s when overseas travel by jet plane was regarded as a possible dream for many Japanese people. On the reverse is a fukuwarai (happy-laughter) game where a blind-folded player places eyes, nose, mouth and other pieces on the faces outlined.

A\$200.00 Stock ID: 171593



[KAWABATA, RYŪSHI]. 川端龍子.

家族旅行日本名所雙六. [Kazoku ryokō Nihon meisho sugoroku].

[Family Sugoroku Game of Famous Japanese Sights].

Colour folding sugoroku, 54.5 x 76cm, original player's pieces, so often missing from sugoroku, appear on left edge, very good copy.

実業之日本社. [Jitsugyō no Nihonsha]. 明治 44 [1911]

This colourful sugoroku game sheet was issued as the 1911 new year supplement of the Japanese magazine, Fujin Sekai (Women's World) founded in 1906. This game was illustrated by Kawabata Ryushi (1885-1966) who studied art in the United States in the 1910s. Later he established himself as a respectable Japanese style artist in Japan.

The players adopt the roles of a family (grandfather, grandmother, mother, father and the children) who embark on a train journey through the recently expanded Japanese empire. The game takes them on a route north through Honshu to Hokkaido and Karafuto (Sakhalin) which had become a Japanese colony in 1905. They then travel to Akita and down the west coast of Japan, crossing over to areas near Tokyo including Kamakura and the seaside town of Enoshima. From there the journey continues on a route that takes in scenic spots such as Kanazawa, the Ise Shrine and Kagoshima, before visiting Okinawa, Taiwan and the Korean port of Incheon, and reaching the final goal: Seoul (known as Keijo in Japanese). The goal is depicted with an image of people in Korean dress standing outside a Korean gateway - probably Namdaemun - which is adorned with Japanese flags. The game demonstrates the recent expansion of Japanese territories after their success in the then recent wars against China and Russia. The 1910 annexation of Korea, which took place in the year immediately prior to the publication of this sugoroku, would have been cause for great celebration in the many Japanese families who would have played this game on New Years Day 1911.

A\$390.00 Stock ID: 171036



[SHINADA KAMEMATSU]. 品田亀松.

世界式周双六. [Sekai nishū sugoroku]. [Twice Around the World Tour Sugoroku].

Laid down on board this colourful sugoroku or Japanese board game is damaged. The image has a small stain lower right, frame corners bumped, black and white photographic illustration pasted on left. 55 x 79cm.

柏崎日報. [Kashiwazaki Nippo]. 新潟. [Niigata]. 明治 33 [1900].

This colourful sugoroku was issued as a supplement to Kashiwazaki Nippo (Kashiwazaki Daily) on 7 January 1900. The game offers the two tours around the world, starting in Kobe. The players firstly travel to Korea, Shanghai and Singapore before dropping in Australia where a dugout canoe with a woven sail is featured. Its caption says that the capital is Melbourne as 1900 was the year of Australia's federation. After visiting India, the palyers reach European cities, incuding London, Berlin and Moscow before crossing the Atlantic to the United States where Niagara Falls and New York are visited. The final goal is the Royal Palace in Tokyo. Two photographic illustrations on Zenko-ji temple in Nagano Prefecture are pasted on the board.

This game demonstrates how much interest there was on the world, even among the residents of a small country town, Kashiwazaki, in Niigata Prefecture in 1900. Each city featured in the game has some information on population and history attached for educational purposes.

A\$150.00 Stock ID: 169802