

The Game of Life & More

Many of our favorite board games have been around in some form or another for quite a long time. Take The Game of Life. It first came into being in 1860 as The Checkered Game of Life, and was developed by famous game creator Milton Bradley. Played on a modified checkerboard, the game conveyed a moral message that had people navigating life's ups and downs from childhood to old age. The game was redesigned and reenvisioned in 1959 by inventor Reuben Klamer as The Game of Life to celebrate the game's 100th anniversary.

Candy Land, another childhood favorite, was invented in the 1940s by Eleanor Abbott. While in the hospital recovering from polio, Abbott saw the game as a way to entertain children with the disease. All-time kid-favorite Chutes and Ladders was originally named Snakes and Ladders in England, and players had to avoid an evil snake rather than multilevel chutes. As for Operation, John Spinello developed a rudimentary version in 1962 as part of an industrial design class project. It became Operation in 1965. Interestingly, the original game box depicts a doctor tapping his cigarette ashes in Cavity Sam's face.

Of course, no conversation about famous board games could be complete without talking about Monopoly, the best-selling board game in history. Elizabeth Magie created The Landlord's Game in 1904 to illustrate the social injustices of slumlords and corporate monopolies. Charles Darrow introduced a similar game in the 1930s named Monopoly. Since then, more than 275 million games have been sold worldwide and it's available in 111 countries, in 43 languages. And for those wondering, the longest Monopoly game in history lasted for 70 days. Serious gamers, indeed.



"Ever since I was a young boy, I've played the silver ball."

Pete Townshend



December Safety Photo of the Month

A real-life game of chutes and ladders.

Ed Bash
Philadelphia Chapter

Pinball Wizard

Another arcade favorite, pinball, had to survive bans in several major cities. In the 1940s, New York City mayor Fiorello LaGuardia banned pinball machines—primarily because of their use as a gambling device. This is mostly because early pinball machines didn't have flippers so players would simply tilt the machines to score points. Other cities, including Chicago and Los Angeles, banned the machines for a time as well. New York City's ban remained in place until 1976.

off the mark.com by Mark Parisi



"Life is more fun if you play games." Roald Dahl

Out of the Box

By today's standards, early video games are pretty pedestrian. But for many, games like *Pong* and *Donkey Kong* bring back fond memories. *Pong* was an instant hit for Atari back in the early 1970s and became a household staple in 1975 when the company released the TV-console version of the game. Interestingly, Atari founder Nolan Bushnell opened the first Chuck E. Cheese's pizzeria/arcade in San Jose in 1977 (and parents have been suffering ever since). In 1980, *Donkey Kong* introduced the world to Mario, who was originally named Jumpman. Mario remains one of the most widely known video game characters.

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