

# Good Old Houses

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GOOD OLD HOUSES is a series of games about American architecture. The objective in all the games is to entertain while building an awareness of some basic architectural styles. The houses in this set are illustrations of general styles rather than portrayals of specific, existing buildings. (Neighborhood houses seldom show all the style traits illustrated here. In some houses only a single feature makes a style recognizable, while in others there is a mixture of style traits.) The range of styles, from Federal to Bungalow, isn't intended to encompass the breadth of American architectural history, but to represent the basic building styles most frequently employed between the late 18th and early 20th centuries when the greatest thrust of settlement and urban development occurred in the United States. After playing the games in GOOD OLD HOUSES, players will be more observant of houses in their own neighborhoods and better able to describe what they see.

The eight house puzzles (12 pieces per puzzle) are used in four different games for 2 to 8 players. The games are divided into three levels determined by age: under 8, 8 and over, 10 and over.

## LEVEL 1

### Game 1: CREATIVE CONSTRUCTION —

2 to 8 players, ages 3 to 6.

#### Object of Game

Players randomly place puzzle pieces to build a CREATIVE CONSTRUCTION or a series of them in a picturesque street.

### Game 2: MATCHING PARTS —

2 to 8 players, ages 4 to 8.

#### Object of Game

Players match parts and try to be the first to get rid of all their pieces.

#### Getting Ready to Play

1. Place all pieces face down in center of playing area.
2. Players draw to decide who will be *Opener*. The first to draw a "door piece" or a puzzle piece with a portion of a door on it is *Opener*. The role of *Opener* rotates clockwise in subsequent rounds.
3. Players draw 8 pieces each from the drawing pile. Each player looks at his/her pieces but keeps them from the view of other players.

#### Naming Parts

The *Opener* names the house parts to be matched in that game. A minimum of 4 of the 5 Basic Game Parts must be named (see right), but 8 or more is possible for a more challenging game.

#### Playing the Game

The *Opener* plays any piece from his/her pile that shows one of the house parts chosen for play, for instance "roof." Each player must follow by matching the *Opener's* piece with a piece from his/her own hand that shows at least a portion of the part in play.\* If a player has no piece showing that part, additional pieces must be drawn until a playable piece is picked up. (If the drawing pile is gone, the turn passes to the next player.)

\*A teacher or adult observing the game may ask children who are matching parts to describe how one part differs from another: "How is the roof piece that David played different from the one that Sally played?"

### Changing the Part to be Matched

1. When every member of the group has matched the part in play, the last player selects another of the designated parts and plays one of his/her own pieces that shows the new part, for instance "window." The designated parts can be repeated in any order during the round.
2. If the drawing pile is gone and the last player must pass, that player may still announce the new part and play one of the new parts from his/her hand.

### Mismatch

If a player plays a piece that does not match the part in play, another player can challenge the part and call "Mismatch." The player who mismatched must withdraw the piece and skip his/her turn.

### Wrong Mismatching Call

If the Mismatching call is incorrect and the part does indeed match the one in play, the person who called "Mismatch" must miss a turn.

### End of Game

Play in each round continues until a player is out of pieces. The first player out of pieces wins the round. The game can continue until each player has had a chance to be *Opener*.

### Basic Game Parts

### Additional Parts

Chimney

Roof

Window

Door

Porch



**Dormer**—Window with its own little roof protruding from the main roof.

**Gable**—Triangular upper wall section formed by slopes of roof.

**Eaves**—Lower edge of roof.

**Window hood**—Trim above windows.

**Bay window**—Small extension of room with its own windows.

**Columns**—Posts holding up porch roof.

**Foundation**—Bottom part of house.

## LEVEL II

### Game 3: BUILDING GOOD OLD HOUSES —

2 to 8 players, ages 8 and over.

#### Object of Game

Players try to be the first to collect the pieces needed to build one or more of the GOOD OLD HOUSES.

#### Getting Ready to Play

1. Place all pieces face down in the center of the playing area. Determine which player goes first.
2. The first player takes 7 pieces from the drawing pile while all other players take 6 pieces. Each player looks at his/her pieces but keeps them from the view of the other players.
3. Players each examine their pieces and decide which house(s) they will try to build. The box edge, which illustrates all the GOOD OLD HOUSES, can be consulted to aid in this decision.
4. If there are more than 4 players, each player can build one house only. If there are 4 or fewer players, each person can collect pieces to build two or more buildings. Players should agree on the number of houses to be built before the game begins. If two or more buildings are decided upon, then that many must be completed before the round is closed.

#### Playing the Game

1. The first player takes one piece from the drawing pile and either passes it to the second player or keeps it and passes an unwanted piece.

2. The second player takes the passed piece, takes one piece from the drawing pile, and passes an unwanted piece to the third player and so on.
3. If the drawing pile is gone, play may continue for one more turn around to give someone the chance to close the round. If no one closes the round, it is an open round and all players turn their pieces face up and try to build houses.

#### Closing the Round

Play continues until one player thinks he/she has built the house(s). That player, *Round Closer*, calls "Stop," turns all his/her pieces face up and tries to build the complete house(s). All other players turn their pieces face up and try to complete their house(s) as well.

#### Scoring the Round

1. The *Round Closer* gets 10 points for closing the round and 10 points for completing each house. Other players also get 10 points for each house they complete.
2. If there is no *Round Closer* and the round is open, each player who is able to build the house(s) gets 10 points for each house.
3. If the *Round Closer* cannot complete the house(s), he/she loses one point for each incomplete house piece in his/her possession and the other players add 10 points to their scores.

#### End of Game

Successive rounds of the game are played until one player reaches 50 points. The first player collecting 50 points wins the game.

## LEVEL III

### Game 4: BUILD AND KNOW —

2 to 8 players, ages 10 and over.

#### Object of Game

Players try to build one of the GOOD OLD HOUSES and score extra points by stating facts about the houses. This game is divided into two parts.

#### Part A: The Building Game

##### Playing the Game

The game begins and proceeds in the same manner as described in BUILDING GOOD OLD HOUSES, Level II.

##### Using the Fact Sheet

1. The Fact Sheet is available each round for players to read during the first 4 turns of play for 7 or 8 players (first 6 turns of play for 6 or fewer players).
2. After the play has completed the circle 4 (6) times, the Fact Sheet must be put away and not consulted again during the game unless a fact is being contested.

##### Closing the Round

Same as in BUILDING GOOD OLD HOUSES, Level II.

##### Scoring the Round

Same as in BUILDING GOOD OLD HOUSES, Level II.

#### Part B: The Knowing Game

##### Earning Fact Points

1. The *Round Closer* gets the first chance to earn Fact Points whether or not he/she successfully completes the house(s).

2. The *Round Closer* may earn up to 10 points for facts correctly stated about the house(s) he/she built, 2 points for each correct fact.
3. The other players in clockwise order may state facts about their own most nearly completed houses plus other houses already discussed. Players can collect a total of 10 points and may not receive points for facts already stated by previous players.
4. After each player has had one turn at earning Fact Points, the pieces are returned face down to the center of the playing area, the scores are recorded, and a new Building Game begins.

##### Contesting Facts

The other players in the game act as jury for the player trying to earn Fact Points. They may consult the Fact Sheet\* to decide on a fact's accuracy, or may vote on whether or not to accept a fact not listed there.

\*Players new to the game should confine themselves to the facts on the Fact Sheet. More knowledgeable players can agree at the beginning of each Knowing Game on rules to cover what will constitute a Fact Score. They can decide to accept any pertinent information, including local addresses of houses built in the same styles as those in the game.

##### End of Game

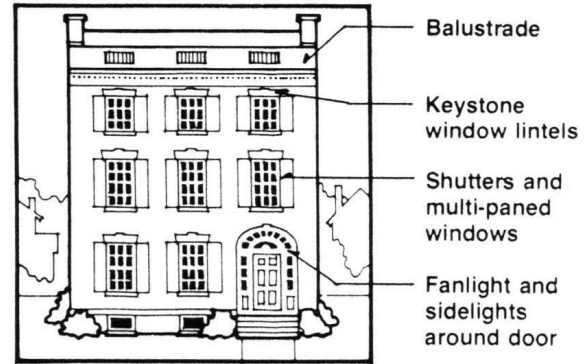
Successive rounds of the game are played until a player reaches a score of 100 points. The first player collecting 100 points wins the game.

# FACT SHEET

## 1. FEDERAL STYLE: 1775 to 1820

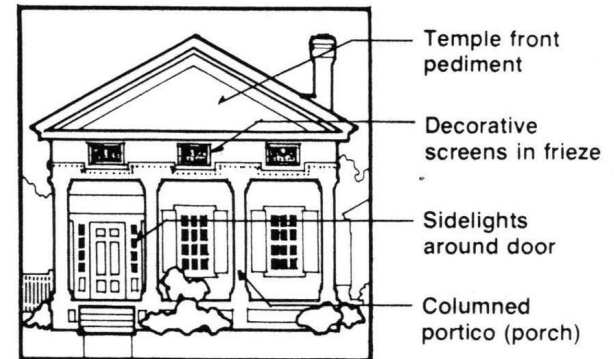
The Federal Style can be seen as the first truly American style to evolve from the Colonial styles the early settlers brought from Europe. Too old to be found in most midwestern cities, this style of house is most common in the larger cities along the East Coast.

Federal Style houses, often seen side by side as rowhouses, are simple and refined in character. Restrained decoration, derived somewhat from ancient Roman examples, was used in the fanlight and sidelights around the front door, the keystone lintels above the windows, and the front eave's classical balustrade, which hid the roof from view. Slender in proportion and delicate in detail, this red brick house with black shuttered, many-paned windows makes the Federal image a familiar sight in cities like Philadelphia and Boston.



## 2. GREEK REVIVAL: 1820 to 1860

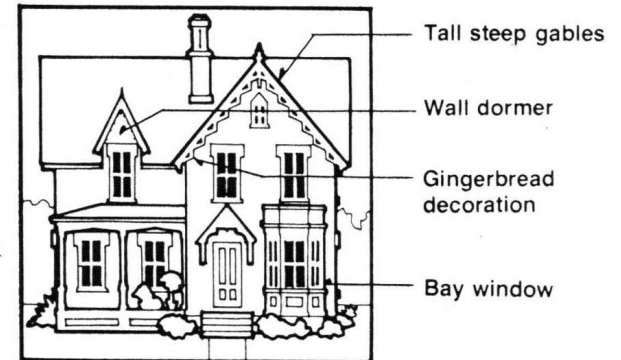
This style was the first to be spread widely across the Midwest and South with the early settlement of these areas. Varying from grand mansions to small farm houses, these buildings all have a refined elegance that made them distinctive. Archaeological interest in classical Greek architecture inspired the Greek Revival house. Admiration for the strength and ideal purity of bleached white ruins is reflected in this style's use of stark white color with classical details. The house front sometimes displays a "temple front" with a columned "portico" (porch) and a triangular "pediment" (gable). When this format is employed, decorative screens cover the second floor windows in the frieze below the eave. The sidelights at the front door and the shuttered, multi-paned windows are similar to those of the Federal style.



## 3. GOTHIC REVIVAL: 1840 to 1870

The Gothic Revival style from England was the earliest of the "romantic" revival styles from Europe to influence house design in this country. These romantic styles of the 1800's are generally known as the "Victorian" styles. In contrast to the starkness of the Greek Revival, the Gothic Revival house is richly picturesque, charming and comfortable looking. It reminds one of storybook illustrations in which the "fairytale" cottage is usually of Gothic design.

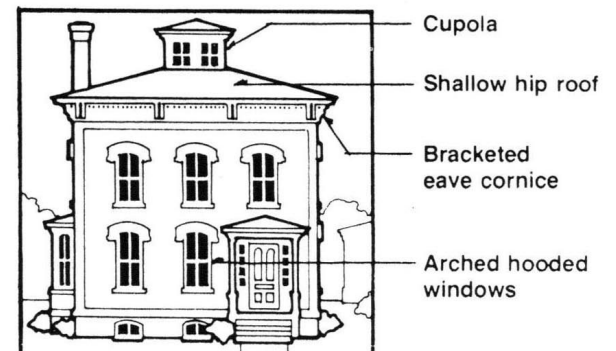
The houses of this style throughout the country are few but can be easily recognized by their interesting irregular compositions, their tall, steep gables and their intricate "gingerbread" decoration. Delicately decorated porches, bay windows and dormers are also common. The vertical proportions typical of all Gothic architecture (including cathedrals) can be seen in these houses whose general richness is enhanced by the use of pleasant earthtone colors.



## 4. ITALIANATE: 1840 to 1875

Probably the most expansive of the Victorian styles, Italianate houses are common in towns and rural areas in many parts of the country. This house style was inspired by farmhouse designs of the Italian countryside.

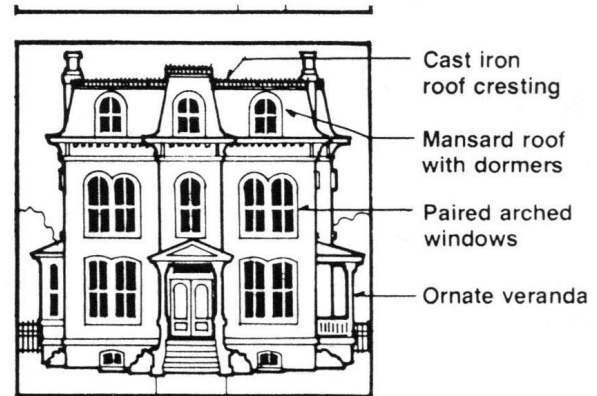
Italianate houses of all sizes exhibit a stately elegance. The cubelike box of a house (wood or brick) with a shallow hip roof is the most common type. Often this fairly simple house has additions on one or more sides. Larger Italianate houses can have towers, roof cupolas and large columned verandas (porches) which add to their dramatic impact. In detail, the arched windows with decorative window hoods and the ornate bracketed eave cornices are the most distinctive traits.



## 5. SECOND EMPIRE: 1850 to 1875

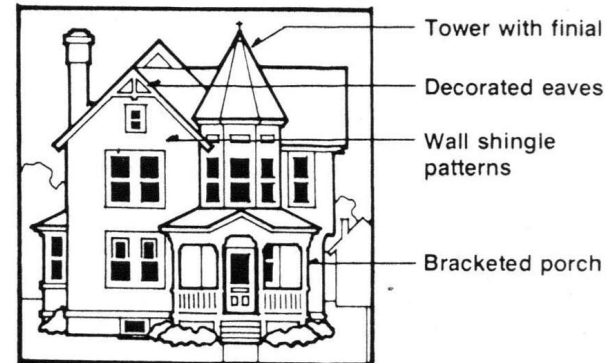
In many ways similar to the Italianate, the Second Empire style shows the direct influence of the grand architecture built in France's Second Empire under Napoleon III. The mansard roof is the one truly distinguishing stylistic element. It is easily recognized by its steep, sloped roof edge and dormer windows. Often it is made fancier with the use of slate or shaped shingles and cast iron roof cresting.

Like the Italianate house, Second Empire houses have bracketed eave cornices, bold arched window hoods and ornate verandas. Enlivened with rich and colorful paint schemes, this style produced some of the most decorative of Victorian houses. In its larger versions it can conjure up the classic image of a Victorian mansion: grand by day and spooky by night.



## 6. QUEEN ANNE: 1876 to 1900

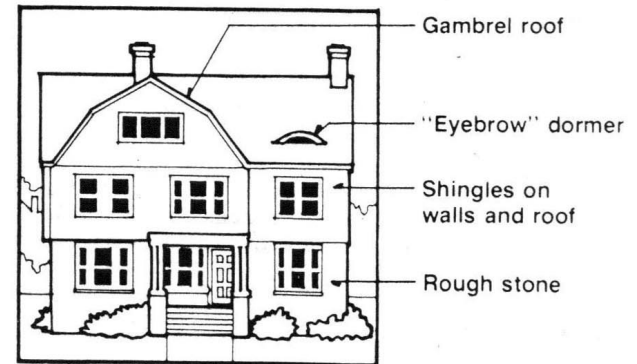
The Queen Anne style was brought from Queen Victoria's England and introduced to America at the Philadelphia Centennial Exposition in 1876. From there it spread quickly to become one of the most common house styles in cities and towns across the country. The last of the Victorian styles, the Queen Anne was another flowering of picturesque design. Irregular in composition, these houses vary widely in size and design. The most common example is the simple wood (sometimes brick) building in which a variety of shapes and decorative details are displayed. Decorated eaves and porches, gables, towers and turrets, bay windows, stained glass and wall shingle patterns are all common to this style.



## 7. SHINGLE STYLE: 1880 to 1900

The Shingle Style evolved out of the Queen Anne style. The irregularity and picturesqueness is retained, but the overall appearance is much simplified to give this style its distinctive character. To a degree, its simplicity represents a tiring of the high-spirited Victorian styles. It points the way, in many ways, to the more "modern" houses of the 1900's.

This house style has a more horizontal and rambling form and an ever present covering of shingles on the roof and at least the upper walls of the house. This uniform texture of shingles is the origin of the style's name. Broad roof areas punctuated with a variety of dormers (especially the "eyebrow" form) and wide encompassing gables are common, as are small panes in upper windows. Occasionally the gambrel roof was used. When not shingled, the ground floor walls were often built of rough stone.



## 8. BUNGALOW: 1890 to 1930

The name "Bungalow" comes from the Hindu word "bangla." It was used by the British in India in the early 1800's to mean a seasonal house, one suitable for warm climates. While the common Bungalow doesn't look very Indian, its broad gabled roofs, exposed rafter ends, and low open porches look slightly tropical in origin. Large gabled dormers, roofs that slide down to cover the porch and stout, tapered porch posts are all common in this style.

The Bungalow varied greatly in form and detail in its use across the country when, at the turn of the century, rapidly growing cities and towns saw the building of many houses influenced by the Bungalow design. In the process, regional varieties developed as the style was adapted to different climates and tastes.

