

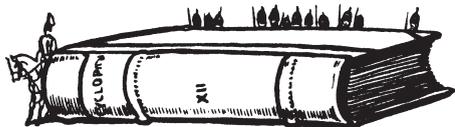
## CONTENTS

INTRODUCTION <i>by Michael J. Varhola</i> .....	v
FOREWORD <i>by James F. Dunnigan</i> .....	xvii
I: THE TOYS TO HAVE.....	1
II: THE GAME OF THE WONDERFUL ISLANDS.....	21
III: OF THE BUILDING OF CITIES.....	37
IV: FUNICULARS, MARBLE TOWERS, CASTLES, AND WAR GAMES, BUT VERY LITTLE OF WAR GAMES.....	63

## INTRODUCTION

Best known as the author of some of the most popular science fiction books ever written, Herbert George Wells (1866-1946) has also been long regarded by many as “the Father of Miniature Wargaming.” This recognition is due primarily to his highly influential 1913 release of *Little Wars*, a system of miniature wargaming rules accompanied by the philosophy and processes he employed when developing them.

Less well known, however, is *Floor Games*, which is often mischaracterized as “a companion book” to *Little Wars*, even





though it was published in 1911, two years before its better-known sequel.

*Floor Games* is, in fact, a self-standing and lighthearted, sometimes even humorous discussion about the theory, purpose, and methodology of playing a variety of children's games with models, miniatures, and other props. And, as its text makes clear, *Floor Games* was conceived of as an independent volume that the author might eventually decide to follow with a text devoted purely to wargames (i.e., what Wells eventually released as *Little Wars*).

While Wells is regarded as the founder of recreational wargaming, in *Floor Games* he also anticipates the advent of the refereed role-playing game some six decades before its actual birth when, in a game played with two children, he refers

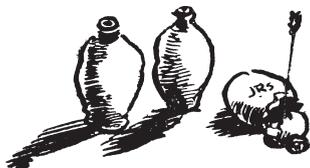


## FOREWORD



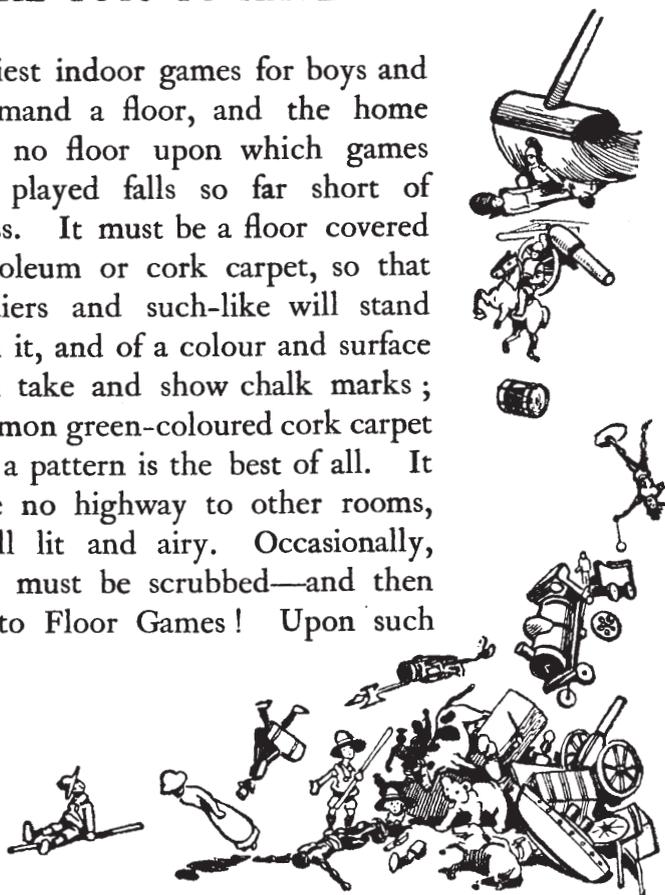
H. G. Wells (the science fiction author), along with Fred Jane (of the “Janes” series of military references), were the founders of modern commercial wargaming. They were the first to publish simple but realistic wargames that civilians could handle and enjoy. Jane did it for naval wargaming, and Wells did it for land wargaming. They did it a century ago, but it took more than half a century before their ideas became a mass market item.

Wargaming has been around for thousands of years, but was rarely written about. It was largely something that was passed down orally, or reinvented time and



## THE TOYS TO HAVE

THE jolliest indoor games for boys and girls demand a floor, and the home that has no floor upon which games may be played falls so far short of happiness. It must be a floor covered with linoleum or cork carpet, so that toy soldiers and such-like will stand up upon it, and of a colour and surface that will take and show chalk marks; the common green-coloured cork carpet without a pattern is the best of all. It must be no highway to other rooms, and well lit and airy. Occasionally, alas! it must be scrubbed—and then a truce to Floor Games! Upon such





a floor may be made an infinitude of imaginative games, not only keeping boys and girls happy for days together, but building up a framework of spacious and inspiring ideas in them for after life. The British Empire will gain new strength from nursery floors. I am going to tell of some of these games and what is most needed to play them ; I have tried them all and a score of others like them with my sons, and all of the games here illustrated have been set out by us. I am going to tell of them here because I think what we have done will interest other fathers and mothers, and perhaps be of use to them (and to uncles and such-like tributary sub-species of humanity) in buying presents for their own and other people's children.

