

PANK-a-SQUITH

Pank-a-what?

What are you looking for when it comes to the ideal game? Do you want it to be “eye-opening,” “uproariously funny,” “winterful of fun”? Then look no further because the Sheridan Libraries Special Collections has the most perfect game in the world for you: Pank-a-Squith!

Pank-a-Squith is a pro-women’s suffrage board game from the early 1900s, in which the goal is to avoid all the pitfalls of suffragette life, such as run-ins with the police or nasty remarks from politicians, in order to storm the British House of Commons and get “Votes for Women”!

The game’s title refers to the names of two prominent individuals in the British suffrage debate, the suffragette leader Emmeline Pankhurst (1858-1928) and Prime Minister Herbert Asquith (1852-1928), a strong opponent of women’s suffrage. The game was meant to be a novel form of advocacy for the Women’s Social and Political Union (WSPU) and was distributed and sold through their network of shops. Even the colors of the WSPU -purple, green, and white-are incorporated into the design of the board.

And what a board it is! The board is illustrated with scenes that evoke the life of a British suffragette. You see her breaking the windows of the Home Office, proudly marching in parades, starting a hunger strike, and motoring about town in an automobile decked out with suffrage flags!

We’ve reproduced our rare example of this political board game so you can now live the life of a suffragette in the comfort of your own home.. Watch out, though, for some of the tricky and troublesome squares, such as square 20 which takes you straight to the hoosegow. But don’t worry. The game isn’t over until “Votes for Women” is guaranteed!

How to Assemble

To play Pank-a-Squith, you will need the following items and materials.

- Color or black and white printer -

- 8.5" x 11" printer paper -

- Scissors -

- Clear tape or glue -

- Cardboard -

Step 1:

Print out the Pank-a-Squith game packet.

Step 2:

Attach both halves of the Pank-a-Squith game board on two sheets of blank 8.5" x 11" paper, connecting at the center using tape or glue.

Step 3:

Affix the Pank-a-Squith board game on a sheet of cardboard using tape or glue.

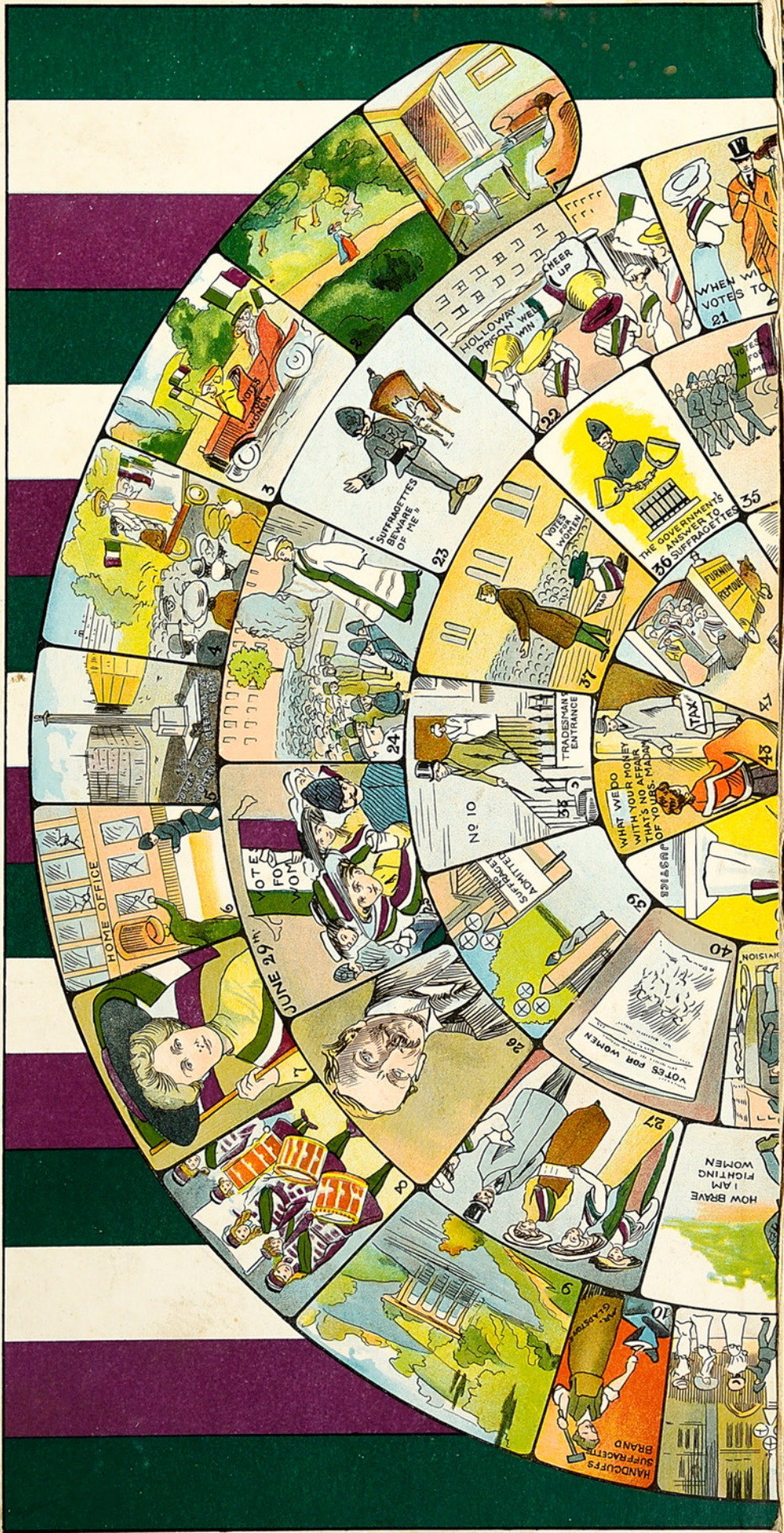
Step 4:

Choose your Suffragette token and cut out along the dotted line.

Step 5:

A transcription of the instructions for gameplay have been included in this packet. Familiarize yourself with the rules, have fun, and be sure to share using #JHUatHome!





PANK-a-SQUITH



How to Play

Rules are transcribed as they appear on the original instruction sheet

“Pank-a-Squith”

The game may be played by 2 to 6 players. Each player chooses a “suffragette and places same outside square 1. The game proceeds by dicing with one dice and moving the “suffragette” as many squares forward as dots are cast. A “suffragette” reaching:

Square No. 6 dodges the police and must go back to her home on square number 1.

Square No. 7 the leader takes her friends to Clements Inn on square 17.

Square No. 11 this means delay. “Suffragette” arriving here miss two turns.

Square No. 13 if two “suffratettes” occupy this square together the inspector feels obstructed and sends them both back to square No. 10.

Square No. 14 the “suffragette” here is forced back two squares.

Square No. 18 a Bow Street magistrate reserves his decision. The “suffragette” alighting here misses 1 turn.

Square No. 20 the police arrest her. She must go to Bow street where she misses a turn.

Square No. 25 meeting the brave deputation means: take your luck in your own hands and cast again.

Square No. 30 having the misfortune to reach this square means back to square 22.

Square No. 32 worse still! start all over again.

Square No. 33 miss a turn.

Square No. 36 miss a turn.

Square No. 37 chucked out! back to 35.

Square No. 41 mutineers are sent to 42.

Square No. 42 here you miss 2 turns.

Square No. 50 to reach the House the exact number must be cast if over count back.

Choose your Suffragette

Print this page and cut out your token of choice!

