

English abstracts

Bezsenyi, Tamás: Virtual Justice for Hungary! The Hungarian roles in computer games

The author attempts to take into account those computer games in which you can form history by means of Hungarian characters. Do the writers and readers of game forums consider history as a transformable reality? What possibilities do computer games offer to practice the Hungarian national rhetorics and to virtually improve and avoid historical tragedies? How can players create one or more successful Hungarian Kingdoms in a game world made for the international market and basically not focusing on Hungary? Do the chosen strategies differ when replaying 20th century and earlier events?

Depaulis, Thierry: The Origins of the Roulette

The origins of the roulette are little known. The earliest of these games is perhaps the Catalan Auca which came out around 1600 and was later became known in France as Hoca. The similar Italian game of Biribisso, once frenchified as Biribi, met great success all over the continental Europe during the 18th century. The first accounts of roulette occur in French sources from 1716 (in Bordeaux) and 1725 (in Paris). The earliest description by Goudar (1757) and in *l'Encyclopédie* show a rather basic implement formed by a large circular board with 20 black and 20 white compartments where a ball is thrown in. The very origins of the roulette may lay in the crossing of two other earlier games Hoca and Portique. Portique(s) was introduced in Louis XIV's court in 1689. Its main device was a large alveolate board surrounded by a portico, very similar to the early form of the roulette. The betting layout and the rules were probably borrowed from Hoca. Roulette was soon adopted in the Netherlands, and in Britain where it met another very similar game called EO ("even&odd"). EO may have been the first of these games to use a rotating wheel. Roulette became the main feature of the Paris gambling houses until 1836, when it was got banned in France (up to 1933).

G. Etényi, Nóra: Card Games As Political Symbols in the Early Modern Period

In the early modern period the strategic and gambling games of the élite taught the people how to adapt to the changes and new challenges. Quick recognition and reaction were virtues in royal courts, in diplomacy and on the theatres of operations. Card games popular in several social layers became efficient devices of representation

and propaganda. Cards were also used to educate mythology, geography and heraldry. Their caricatures presented the quickly shifting power relations of the Thirty Years' War. The card series also depicted the great generals and the enemies of the Turkish war. Pamphlets, conversation games, leaflets presented the changes of the European power relations as fictitious "card wars". In 1663 publications discussed the chances of the war against the Turk as *Labet-Spiel*, in 1672 a card scene of 36 figures analyzed the French-Dutch war, and in 1688 a political satire named the international influence of the Glorious Revolution as the *Game of Kings*. The scenic cards and the various card games were interpreting for the public the twists of the European politics and were educating them how to recognize interests.

*Haider, Edit: From the Goose Game Till the Monopoly.
About the History of Step-by-Step Board Games*

Éva Moskovszky's research about the history of games pointed out to the fact that game boards lead us back to the geometrical carvings in the cultic caves of the mid-Paleolithic, by means of which the man of the age tried to create Cosmos out of Chaos. These symbols can be seen on today's game boards as well. The symbol of a snake coiling up in a spiral gives the form of an Egyptian (BC.2500) game board, and it returns in the "goose games" popular in Europe from the sixteenth century. The player moves according to the scores of the dice, and he gives himself into the unpredictable hands of destiny to do his way full of obstacles till the 63rd station, the final glorification. During the centuries several varieties of the game evolved (moralizing, instructing, entertaining). At the beginning of the 20th century exercise and fortune cards appear all over America according to the new rule of the Monopoly game, along which a new kind of game discourse and style are born used until today.

*Kerekes, Amália – Teller, Katalin: Whoever digs a hole for someone else...
The 1916 puzzle columns in the Viennese and Budapest papers*

On the basis of the puzzle columns of the Viennese and Budapest papers the study investigates the year of 1916, which was a censorship year from the point of view of the war propaganda. We can find the changes of the war-like situation and of the working of the censorship in the riddles and picture puzzles, which either conserved or caricatured the patriotic and the militant feelings of the age. Besides, faith in victory, world peace and the depiction of the problems of the border countries shed light upon the basic differences between the Viennese and Budapest public. Furthermore, the puzzle column demonstrates the controlling techniques of the interactivity of the reading public, the archaic forms of depicting violence, death and mourning, and it indirectly alludes to the gradual modification of the main paper policies.

*Kisantal, Tamás: Let's Play History!
The Historical Concepts of Computer Games*

My study is focused upon the different kinds of methods through which historical games try to provide us a "reality-effect" or historical experience. Analyzing the simulation strategies and referential codes of both popular and not too well-known games my article presents the way games try to give us the effect of reality and directness by means of representational schemes and panels. As the first step of a research of wider perspectives it can provide a detailed analysis of the interpretative and representational techniques of today's concept and contemporary consciousness of history.

Kovács, Ilona: Casanova, the Gambler

In the 18th century one of the main problems of the rich social layers was the art of how to expel boredom and spend free time. One of these was gambling, the center of which was in Venice. Patricians considered gambling as a supplementary way of making money, and it was them to give the bank, while the poor became card-sharpers. The well-known Venetian adventurer, Giacomo Casanova (1725-1798), was one of these, and he gives an authentic account of his unstable luck in his memoirs (*Histoire de ma vie*). As he had no moral anxieties about cheating we can get to know when and how he learnt and got into the art of 'correcting one's fortune'. At the beginning he often lost, but later he realized the necessity of making alliances, and in this way he joined the international network of swindlers. He also happened to fall into unscrupulous villains' hands, but thanks to his inventiveness he managed to escape the inconvenient consequences of his card debts. His favourite games were the faro and the *biribi*, which he mentions in the party descriptions in his memoirs.

*Kulcsár, Krisztina: "... I think it is not Hazard Spiel."
Banned and licensed gambles in the 18th century*

Gambles (dice, cards) have been prohibited from the Middle Ages. From 1696 the rules of the Habsburg emperors listed the prohibited gambles by their names. The licensed types of gambling included drawings of lots (the lucky pot, china and silver objects) and different types of lottery games (raffle, number lottery). In the Habsburg Empire the lottery from Genova (number lottery) was introduced in 1751. The game was a royal privilege all over Europe. In Hungary "Lotto di Genova" was licensed in 1762 and its rights were reserved by count Ottavio Cataldi, who organized the drawings in the Czech-Austrian provinces. In 1770 (and in 1778) its rights were taken over by a company headed by Andrea Baratta-Aurelio Mansi. From 1787 Joseph II put it under state control: the rules of the game did not change, but in the 11 subdirectorates it was the state employees who worked and the whole income went into the treasury. The first drawing took place in Pozsony in 1764, then in 1764 and 1770 the lottery chamber moved to Buda and Kassa. In Transylvania and in Temes County it was possible to make a bet for the numbers from 1770.

*Molnár, Dániel: Socialist Clown Cadres.
An Attempt to Schematize Clown Jokes 1949–1953*

The article investigates the changes and their cultural-contextual reasons of the clown performances, which were an integral part of the circus serving the socialist propaganda of the Rákosi Era. The comparison with the pre-war period is based on a clown joke probably from between the two world wars: according to this effect-mechanism the study aims to explore the new dramaturgy and humour of the politicized clown jokes formulated by the different layers of the party-state regime to adapt them to the socialist-realist aesthetical demands. In the archives (the Hungarian National Archives, the Trade Union Archives and the Budapest City Archives) we can get an insight into the contemporary ideas and obstacles of the clown-roles and performances mainly on the basis of the documents released by the Ministry of Education and Culture and by the Budapest City Council.

Moskovszky, Éva: The Genesis of the Dice and the Board Game

The board game is one of the most important games that accompany us for our entire lifetime irrespective of our age, gender or social position. Éva Moskovszky gives a brief account of the history of this game on the basis of archaeological relics – among which the most important is Marie E. P. König historian's cave studies– and ethnographic parallels: starting from the Paleolithic cave-carvings through the popular goose game of the modern Europe till the “Ki nevet a végén” (The Last Laugh) game, which became well-known at the beginning of the 20th century. The author – as opposed to the classics – thinks that board games would be used not only to expel boredom, and similarly, the invention of the dice can not be linked purely to gambling: these objects had an important role in prophesy, magical practises and in the birth of religious views and disciplines as well (Philosophy, Mathematics, Geometry, Architecture, Art, Astronomy). The study was published by the Ráció Publishing House in 2004 in the volume “Fate and Game” (“Sors és játék”).

Németh, György: The Games of Caesars – Ludi Caesari

During the reign of Traianus and Hadrianus Suetonius was the head of the imperial library and archives, and in this way he had an access to the private letters of the emperors. In his autobiorgaphy he also quotes from them. However, it is still a question how reliable these quotations are. The first readers of the emperors' autobiographies were Traianus and Hadrianus themselves. If a quotation had raised their interest, they could instruct their archivists to let them see the whole letter. Of course, Suetonius could not take the responsibility of citing from an unreal letter. However, he had the possibility to choose the source and to depict the princeps as he liked. Through the description of their game habits the biographist proved that Caligula and Nero were mad tyrants, and Augustus never behaved naturally, and used games to perform some kind of a PR activity.

Tészabó, Júlia: The Role of Toys in Making Children Consumers

The link between consumption and childhood has become a recognized field of research since the 1990s. Since then childhood has been considered more and more as a commercialized period. In the international specialized literature a huge number of works has been studying this topic. The problem can be approached from the perspective of Sociology, Media Science, Social History and Psychology. The history of childhood claims that the main feature of postmodern childhood is the fact that children can be present in the world of consumption as autonomous factors. In our study I would like to illuminate the role of toys in the children's consumer socialization as these were the first products targeting the children as consumers.

Tóth I., János: Game Theory and History

The primary objective of the study is to provide a brief overview about the possible adoptions of the game theory for those who are interested in history but do not have any knowledge in Mathematics. The game theory can be applied the most easily to the international conflicts, e.g. Bismarck-naval battle (constant-sum game), Cuban missile crisis (game of chicken), American-Soviet arms race (prisoner's dilemma). These international events can be modelled with the interaction of two sovereign decision-makers. On the other hand, we have to take into consideration the complex social problems as well, such as sponging, taxation (prisoner's dilemma) and the opportunities of shepherd communities (tragedy of the commons). In this latter model essential phenomena (free, abundant and tight assets), communal alternatives (peaceful rambler, conquerer rambler and settled way of life) and social institutes (public ownership and private ownership) can be interpreted as well.

Translation: Molnár, Ágnes