

There is no need to worry about remembering the details of any of these images. Just take a look at each slide to further enhance your sense of the predominant image of warfare from within Japan during the early twentieth century. Note that there is nothing unusual about Japan in this regard—similar images could have been found in children's books, magazines, and games in many other countries throughout the world in the early twentieth century.



**Japan's Military  
Glory  
Manifested in  
Children's  
Board Games  
(Sugoroku)**

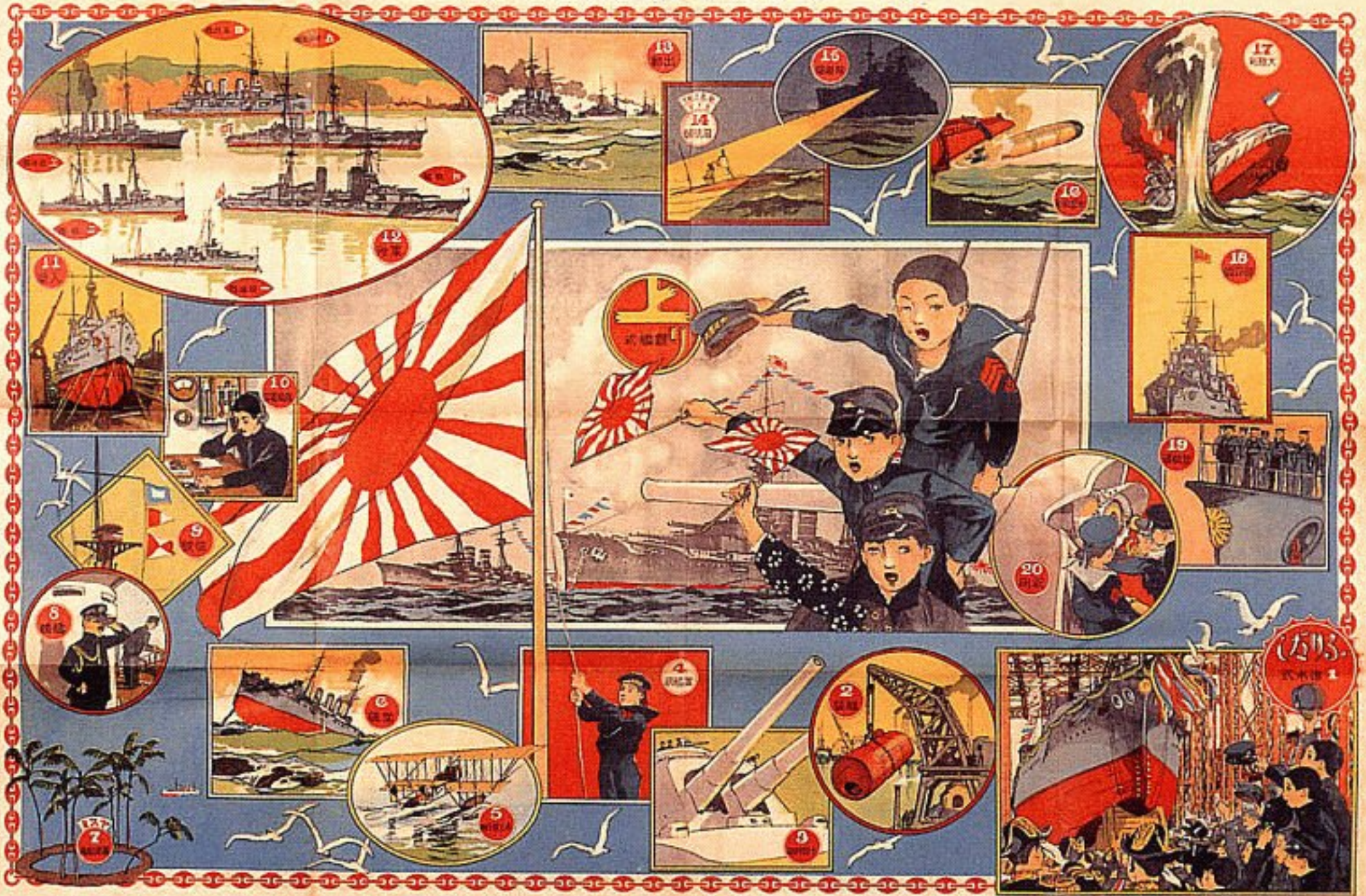


The board game board is a collage of military aviation scenes from 1916. The scenes are arranged in a grid-like fashion with various text labels in Japanese. Key elements include:

- Top Left:** A large ship at sea with a biplane flying above it. Labels include "艦橋映海" (Sea Reflection on the Bridge) and "水上飛行機" (Water-based Aircraft).
- Top Center:** A large red circle with the character "歩" (March) and a scene of a pilot saluting officers. Labels include "報告" (Report) and "歩" (March).
- Top Right:** A scene of a ship being sunk. Labels include "撃沈" (Sunk).
- Middle Left:** A scene of a biplane flying over a field. Labels include "空中偵察" (Aerial Reconnaissance).
- Middle Center:** A circular inset showing a pilot in a cockpit. Labels include "空中偵察" (Aerial Reconnaissance).
- Middle Right:** A scene of a pilot on horseback. Labels include "飛行船" (Airship).
- Bottom Left:** A scene of a pilot on a bicycle. Labels include "水上飛行機" (Water-based Aircraft).
- Bottom Center:** A scene of a pilot on horseback. Labels include "滑走" (Takeoff) and "水上格闘機" (Water-based Combat Aircraft).
- Bottom Right:** A scene of a pilot on horseback. Labels include "着陸" (Landing) and "空中射撃砲" (Aerial Cannon).

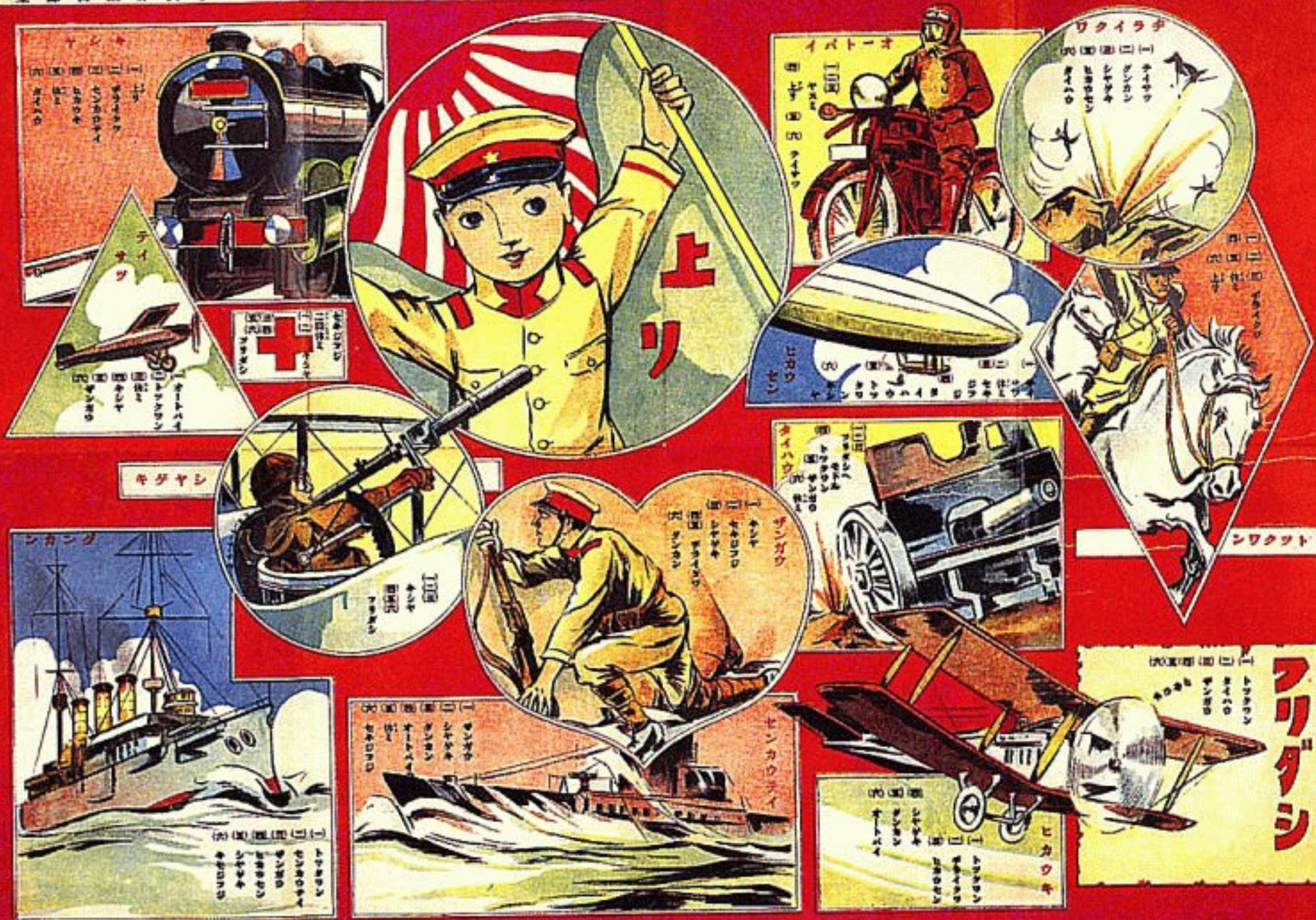
### Military Aviation Sugoroku, 1916

In this game, the players fly through various battle scenes and in the final scene (top center image with pilot saluting), the winner reports on what he has seen.



## Youth Battleship Sugoroku, 1917

Here, each scene in the sequence of game progression is numbered.  
 The first one to get to the center (after step 20) wins.



War Vehicle Sugoroku, 1926

合作  
羊天瀑飯  
昇林小  
志岳比石羽

録附別特年新

子男  
シタ  
キノ

クロゴス人軍本日



Japanese Military Personnel Sugoroku, 1927