

**WINNING HISTORY – NATIONALISTIC CLASSICAL RECEPTION IN 19TH CENTURY GERMAN  
BOARD AND CARD GAMES**

Martin Lindner

Georg-August-Universität Göttingen

The history of German nationalism in the “long 19<sup>th</sup> century”, up to the end of the Kaiserreich in World War I, is notoriously complex. Classical reception played an important part, including e.g. the monumental statue and the cult of Hermann/Arminius at Detmold, the Germanic tribes as part of racial ideology and the Philhellenism in art and architecture.

Focusing on iconic examples such as these, however, creates a questionable bias. Nationalistic classical reception was just as much at work at a lower, everyday level. This paper will give an introduction into one of these aspects: antiquity as the subject of board and card games. Examples range from historical edutainment to alternate antiquity and outright historical propaganda.

The paper will mainly deal with a selection of German games from the 19<sup>th</sup> century, but also contrast them with earlier and later examples as well as with games from other European countries. In addition, we will look at the secondary material – like books or picture cards – that often accompanied the games themselves.

The paper will focus on the narrative structure and mechanisms of gameplay (teleological, chance etc.), the selection of historical examples and the “target audience” of the games. Wherever possible, we will also discuss artwork, intramedial connections and marketing.