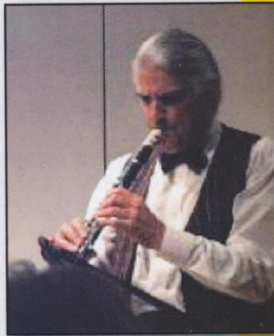


The Exciting New Game of

WASP

Article and photos by Fred Horn

Passed down from father to son for six generations, Jaques have been responsible for inventing many well-known games such as Croquet, Ludo, Ping Pong, Snakes and Ladders, Tiddledy Winks, The Staunton Chess Set, Happy Families, Snap, and many more. (N.B. This statement is published on the Internet concerning the firm J. Jaques. In fact, most of these games were not 'invented' by Jaques but first brought to the public by them. —F. H.)



Chris Jaques—member New City Jazzmen 1956-2011. The group has since disbanded.

Thomas Jaques, the founder of the company, was born in 1765. He was the son of a farmer of French Huguenot descent and his forebears must have found refuge in England sometime after 1685.

In 1795, Thomas, at the age of thirty, was so well-versed in his craft he took over the business of his deceased uncle Mr. Ivy, and established himself as "Thomas Jaques, (Manufacturer of Ivory, Hardwoods, Bone, and Tunbridge Ware)". Thus, it is from this date of 1795, that John Jaques marked its official beginning. Still a family-business, the firm is run today by Ben, Emmet, and Joe Jaques.

WASP
(missing part
of wing)

I once met Chris Jaques, the former CEO of the company, at the Board Games Studies Congress in Oxford. While sitting next to him during the colloquium dinner, I attempted to talk about my games. An obvious shy man, Chris did not react as I would have thought, but when I inquired later: "Do you have hobbies?" his enthusiastic answer was: "Yes, I'm a clarinet player in a jazz band." And when my answer was: "Me too!" the rest of the time we talked about styles, musicians, and repertoire—but not a single word about games.



WASP game board



WASP game box

Afterwards, Chris sent me some information about the company, but nothing historical.

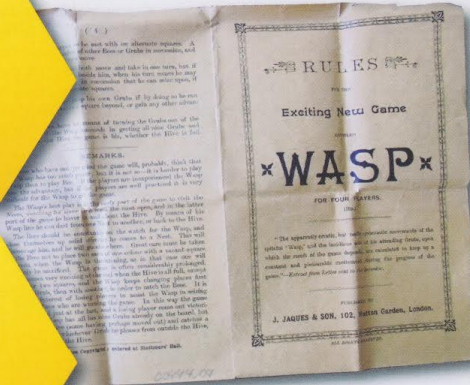
During World War II, the office and the factory were bombed and demolished to the ground. Also their complete archive was burned so he could not give me any information about the game of WASP.

Thus the only thing I can relate and display are the original Rules for this A-symmetrica game (1-3 players play against an opponent with a complete different goal to win) and images of the game pieces—WASP, WASP grubs, and BEES. [AGFC](#)



WASP grubs

BEEs



WASP Rules for play