



FOR IMMEDIATE RELEASE

Contact: Kyle Engen
Co-Steward of Operations
Phone: 503-469-9998
Email: kyle@imogap.org

ASIAN GAMES EXHIBIT AT LOCAL MUSEUM

'Asian Games and Influences' is opening at the Interactive Museum of Gaming and Puzzlery

Beaverton, OR -- October 6th, 2014

The Interactive Museum of Gaming and Puzzlery (IMOGAP) is premiering their new exhibit 'Asian Games and Influences' starting October 9th. The exhibit looks at the many ways game culture has been influenced by Asian innovations. Displays subjects include Chinese Chess (Xiangqi), paper money and early Playing Cards (Kwan P'ai), Mah Jong tile games, the ancient strategy game Go (Weiqi), the stick dice game Yut, and Pachisi. These games are from India, China, Japan, and Korea.

The exhibit also looks at the mania for Asian culture that occurred at the end of the 1900s in the United States and Europe. This was a time when many Eastern ideas and fashions were first encountered by Western cultures. Museum Steward Carol Mathewson likes to point out that Chinese Checkers was actually a variation of Halma - a game invented by an American surgeon in the 1880s - and was called 'Chinese' in order to capture to the exotic appeal of the East at that time.

The exhibit can be viewed at the Interactive Museum of Gaming and Puzzlery throughout the Fall.

IMOGAP is Beaverton's interactive museum of gaming and puzzlery. It is open 11-7 Tuesday through Saturday at their location off of Hall street, at 8231 SW Cirrus Dr., Beaverton, OR 97008. The museum features more than 2,500 games in their collection, ongoing exhibits about gaming culture and history, and a play area where museum members can try their hand at an old favorite, or a brand new game. They also have a small shop where games, and other gifts, may be purchased. More details are available at IMOGAP's website <http://www.imogap.org>, including a brochure at <http://www.imogap.org/pr.cfm>.

#