



TOWN OF NEWFANE HISTORICAL SOCIETY'S

# Apple Blossom Times

Since 1975

Summer 2017

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## Minute History

About 1900, the Bell Telephone Company arrived and installed the town's first telephone switchboard. It stood in Newfane on the second floor of the Collins Store, near the Lockport Felt Company, and it had two main lines with ten subscribers per line.

Early adopters were a mix of wealthier families and those who were fortunate enough to live near the store. An operator was only hired for daytime hours, and so in the evening the two lines became one line for all twenty phones. This was common in those days, a slight burden for the families

who were interrupted by a ring not meant for them.



## Our Blossom Festival Beginnings

*From the desk of our President*

*In 1976 our nation was celebrating its 200 year anniversary. The same year our Newfane Historical Society held its first Apple Blossom Festival on Sunday, May 16. The following information was found in the June 1991 Apple Blossom Times:*

*The first event was held at the Wrights Corners Fire Hall and eight hundred people signed the guest book, although attendance was much higher. Many of the original activities are still with us today including; Old One Cylinder Motors on display, music, popcorn, raffles, flea market and of course lots of great food! Also in 1976, special music was provided by a quartet consisting of Shirley Geise, Sue McKnight, Linda Anderson and Joan Buhyoff. Dick Shaw added to the original festivities by appearing in his role as*

*Johnny Appleseed. The ambulance on stand-by was from the Olcott Fire Company, it was great to see support from all parts of the town. The original officers were; President, Jeanne Voelpel; Vice President, Judson Heck; Recording Secretary, Estelle Russell; Corresponding Secretary, Sue McKnight; Financial Secretary, Joan Betzler and Treasurer, Bill Budde.*

*Now over 40 years later, many buildings artifacts and displays have been added, thanks to the efforts of many dedicated volunteers. If you would like to become a Historical Society Member and get involved, please call Bill Neidlinger at 716-697-2688 or speak to a society member to join. Choose a part of the Town of Newfane History that interests you!*

*Bill Neidlinger*

## Rainy Day Escape

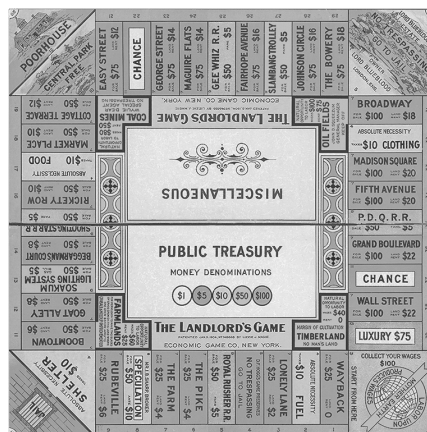
*a look back at popular board games*

With contributions from *Timeless Toys*, written by Tim Walsh

Niagara County during the spring of 2017 will likely be remembered for the large amounts of rainfall and flooding. This has led to more indoor activities, especially families trying avoid mud and being drenched. For decades, a continued pastime has been board games. So we're taking a look back at a few we all have grown up with.

## Monopoly

Monopoly's origins began as 'The Landlord's Game', which was invented and patented in 1903 by its creator, Elizabeth Magie. Lizzie, born and raised in Illinois, was already an accomplished writer, actress and inventor, and had created her game to help others better understand real estate, rent gouging, and both land & corporate monopolies. Her game was complex in play but simplistic in construction, and is very close to today's version, albeit with more rules and cards.



The Landlord's Game, c. 1906

All over the U.S., people ...*(continued on page 3)*

**FREE  
ADMISSION!**

*The Newfane Historical Society invites you to the 41st annual*

# Apple Blossom Festival

## Sunday, May 21st at 10am

at our **Country Village**  
2685 West Creek Road  
Newfane, NY 14108



**FUN FOR THE ENTIRE FAMILY!**

TRACTOR & FARM EQUIPMENT SHOW  
LIVE PERFORMANCES | CRAFTS  
HISTORICAL DEMOS | GREAT FOOD  
HANDS-ON FUN | LOCAL PRODUCTS  
ATTRACTIONS | FLEA MARKET  
PLUS...  
ALL VILLAGE EXHIBITS  
WILL BE OPEN!



Make sure to come early before our best-selling foods are gone! It would be appreciated if pets were left at home.



For information & to participate or volunteer:  
**[NewfaneHistoricalSociety.com](http://NewfaneHistoricalSociety.com)**

Also take a short drive north to visit *The Van Horn Mansion*  
Open for tours Sunday 1-4pm | 2165 Lkpt-Olcott Rd. Burt, NY 14028



## Donate to Our Bake Sale

Our annual bake sale during the Apple Blossom Festival needs your help. Consider donating a batch of your favorite cookies, brownies, breads, donuts or other desserts.

Make sure they are pre-wrapped and in disposable containers. Funds raised support the Newfane Historical Society. Thanks for the help!

Please deliver donations to Kris DeGlopper-Banks (716-778-9344) by May 20th, or to the festival's General Store on May 21st before 10am.

## ***During Apple Blossom: Visit the General Store & Support Our Latest Project!***

The society hopes to open a new research library at the Van Horn Mansion in spring 2018. The library will be available for anyone interested in learning more about the town, local history and genealogy. Society members will also be on hand to assist visitors.

May 21st. Please visit the General Store to purchase items or give a donation towards the library fund.

Thanks so much to everyone for your support. Your donation will be a wonderful community investment towards the preservation of our history and heritage. ♦

We will be raising funds at the Apple Blossom Festival on

(continued from page 1)...began making homemade versions of the game, especially college students. Gameplay often changed, with players dropping rules and pieces they found cumbersome. The game, which had been born to teach citizens of the evils of businesses had failed, as players enjoyed claiming all the wealth and properties. By 1929, an adaptation of the game was released to the public called 'The Fascinating Game of Finance'. Ruth Hoskins, a resident of New Jersey, purchased this game and she and her friends fell in love with it. They adapted their own rules, including removing auctions and fixing property prices. This allowed children to comprehend and play for the first time, establishing it as a family game. They also changed the street names to match those in their beachfront town.

Charles Darrow, from Germantown PA, was introduced to Ruth's version of the game in 1932. An unemployed toy worker, he saw great potential in the game and crafted a lively, colorful board and playing pieces, copyrighting his version, Monopoly, in 1933. Made at home, the game had decent success and Parker Brothers bought him out in 1935. Parker Brothers originally disliked the time length of the game, and so they included rules for a shorter version. They also bought out all early or similar versions of the game. After a time all early creators were largely forgotten, and Charles Darrow become known as the 'sole creator' of Monopoly- largely because of his own bragging and unsubstantiated claims.

Parker Brothers sold 250,000 copies of the game in 1935, and 1.8 million copies in 1936. The game has continued to be a top selling board game every decade since.

## Scrabble

The most famous word game in the world has humble origins, crafted during the Depression by statistician Alfred Butts. Only able to find part-time work, Butts decided if he invented a new game he could earn extra income. He turned his attention to develop a word game, which could take advantage of his love of words.

Inspiration came to Butts a short time later, thanks to Edgar Allen Poe's short story, "The Gold Bug," which involved a character deciphering a secret message. After lengthy research he built game, which he called Lexiko. It had no board, and involved earning the most points by crafting nine or ten letter words, with each player limited to nine letter tiles at a time.

Between 1934-1938 Alfred Butts sold a number of copies of Lexiko, but he believed the game could be more successful. He eventually drafted a crossword style paper board with point values on board squares, added a few more rules, and renamed his game Criss-Cross Words. The game did prove more successful, and Butts



continued to produce and sell copies from home until giving up and stopping production in the early 1940's.

In 1947 James Brunot, a former welfare worker looking to start his own business, reached out to Butts to license his now 16 year-old game. Brunot thought his word game would delight people around the world, who had more leisure time following World War II.

Brunot began production, upgrading the material quality to birch plywood and changing the name to the more pleasing Scrabble. He and his family struggled to sell the game for a number of years, handling all the building and selling themselves. They were pleasantly surprised to return from a vacation in 1952 and discovering an order for 2,000 copies from Macy's department store. By 1953 over 800,000 copies of the game were sold and they still couldn't keep up with demand, making it one of the hottest selling products at Christmastime. Brunot would later begin selling varied versions of Scrabble, including deluxe, junior, and a variety called 'Skip-A-Cross'.

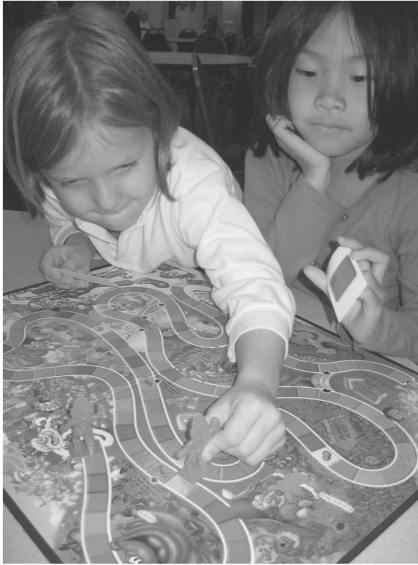
James Brunot received a majority of the profits, but Alfred Butts was able to retire off his game royalties. Today Milton Bradley (a division of Hasbro) owns the rights and sells an average of 1.5-2 million copies of Scrabble each year, and the game has amassed dedicated followers who love spelling and words. Clubs unite gamers around the world, and there are lessons and tutorials available to improve skills. An expert player can regularly score over 400 points every time they play, and there are over 120,000 words that can be spelled from seven letters or less, according to the National Scrabble Association.

## Candyland

A confectioners' delight, the happy and sugary world of Candyland has made its mark as "a child's first game", delighting children for over half a century.

Eleanor Abbott was a retired schoolteacher when she found herself battling polio. Sent to the San Diego hospital for treatment, Abbott observed all the young patients on her ward, and strove to create a fantasy world the children could escape to, a relief from their daily suffering. Abbott's friends loved her new game, and convinced her to submit it to game company giant Milton Bradley. She submitted her idea, which prompted a visit to her at the hospital from...(continued on page 4)

(continued from page 3)... MB executive, Mel Taft in 1949. Her game consisted of two happy travelers journeying through a candy covered countryside, and players used color coded cards to determine their move, simple for children as young as three. Taft, who didn't consider the game substantial, was nevertheless charmed by Abbott's and agreed to purchase the game. Milton Bradley ordered a one-time, limited production of Candyland.



To everyone's delight the game was a sell-out, and permanent production of Candyland has continued since its debut in 1949. Throughout Abbott's life she gave most of her royalties on the game back to supporting kids, buying large amounts of supplies and equipment for schools. Today, it's estimated 60% of families with kids

under five own the game.

## Trivial Pursuit

Amazingly, Trivial Pursuit's origins were inspired in part from another game: Scrabble. On Dec. 15, 1979, Canadian journalists and friends, Chris Haney and Scott Abbott, decided to play Scrabble. To Haney's dismay, some of the letter tiles were missing. This was not the first time he had to replace his game, as pieces in the game would often get lost. Both men lamented of the fortune made by the game's owners due to repeat purchases. This inspired Haney and Abbott to craft a game of their own!

Unfortunately the men quickly discovered neither had a suitable passion for anything that could be crafted into a unique game. Finally they realized the answer didn't come from knowing a lot about one thing, but rather a little about a lot of things. As journalists, they were trained to find the 'who, what, when, where and why' of their subjects, setting the basis of the game. Trivia wasn't a new concept, but it remained undervalued in the board game industry. In about 45 minutes they had a basic design for a trivia game. It took Haney,...(continued on page 5)

# Summertime Victorian Tea

*A benefit for the Newfane Historical Society*

*Saturday, July 15th from 1-4pm*

*at the*

*Van Horn Mansion*

2165 Lockport-Olcott Rd. Burt, NY 14028

\$25 adult | \$15 for 12 & Under

*includes full tea*

*plus...enter our Basket Raffle!*

*Victorian era (1837-1901) attire & accessories encouraged, but not required.*



*Limited seats, pre-sale ONLY!*

Buy online now at [NewfaneHistoricalSociety.com](http://NewfaneHistoricalSociety.com)

(continued from page 4)...Abbott, their families and friends over two years to develop the game, considerable financial stress and personal anxiety. They launched the game in the fall of 1981, and it failed quickly, partly because the game was costly to produce, but it also debuted against the hottest new toy craze: video games.

The inventors and their investors were devastated, but what they hadn't expected was the loyal following that grew from those who did purchase copies of the game. It was an engaging social activity, designed for adults and large numbers of players at once- something rare for board games and impossible for video games. By the end of 1983 they had sold over 3 million copies. The game has had countless editions and plenty of imitators, but Trivial Pursuit remains the best, having sold over 70 million copies. It is now considered the most influential board game ever created. ♦



Trivial Pursuit creators  
Chris Haney and Scott Abbott

## DONATION REQUEST FOR OUR VICTORIAN TEA

To help support our July 15th tea, we are seeking support for the event. We are looking for gift baskets for the raffle. We're also seeking empty baskets and new items, which we will use to create more gift baskets.

For those interested in supplying baked goods, we are looking for helping crafting bite sized pastries.

Please contact Rose S. at (716) 727-9816 to reserve a baked good and learn details. You can also contact her to arrange delivery or pick-up of all donations.



THANKS AHEAD  
OF TIME!

## Membership Application

*For new members and renewals. Membership includes our quarterly newsletter*

Today's Date: \_\_\_\_\_

Name (Please Print) \_\_\_\_\_

Phone \_\_\_\_\_

Email \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

Zip \_\_\_\_\_

Select One:

Renewal     New Member

### Your Membership May Have Expired! Renew for 2017 Today!

Would you be interested in learning about or becoming a volunteer?  Yes  No

*Our membership year begins on January 1st and ends on December 31st.*

Annual Membership Dues (Check one):

- Family Membership \$10.00
- Individual Membership \$10.00
- Life Member \$100.00

Tear off this portion and mail with a check to: Newfane Historical Society c/o Rosemary M. Miller 3531 Ewings Rd. Lockport, NY 14094

Please make all checks payable to (or to the order of):  
Newfane Historical Society

**Or visit our website and join online: [www.NewfaneHistoricalSociety.com](http://www.NewfaneHistoricalSociety.com)**

# Calendar

For more details, please visit our website.

May 14th- Mother's Day

May 21st- Apple Blossom Festival

May 29th- Memorial Day

June 18th- Father's Day

June 20th- Trustees Meeting

June 24th- Newfane Central High School Graduation

July 4th- Independence Day

July 5th- Van Horn Public Tours: Open Sundays & Wednesdays (1-4pm) during July & August

July 15th- Victorian Tea at the Van Horn Mansion

July 18th- Trustees Meeting

August 15th- Trustees Meeting

# 2017 Officers & Trustees

**President:** Bill Neidlinger

**Vice President:** Kevin Luckman

**Recording Secretary:** Jill Heck

**Corresponding Secretary:** Melissa Schaeffer

**Financial Secretary:** Rosemary Miller

**Treasurer:** David Steggles

**Trustees:**

Vicki Banks

Steve Goodman

Craig Schaeffer

Janet Capen

Chuck Manhardt

Mindi Schaeffer

Bill Clark

Terry Manhardt

Rose Schaeffer

Keegan Connolly

Bill Ott

George Updegraph

# Contact Information

**Town of Newfane Historical Society**  
P.O. Box 115  
Newfane, NY 14108

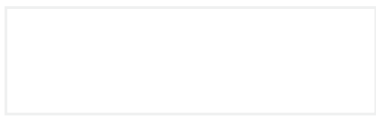
**Country Village**  
2685 West Creek Rd.  
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**Van Horn Mansion**  
2165 Lockport-Olcott Rd.  
Burt, NY 14028

[www.NewfaneHistoricalSociety.com](http://www.NewfaneHistoricalSociety.com)

Phone: (716) 778-7197 | [info@newfanehistoricalsociety.com](mailto:info@newfanehistoricalsociety.com)

**Moving?** Remember to update your address with us so you keep receiving newsletters!



Address Service Requested

Non-Profit Organization  
U.S. Postage  
PAID  
Lockport, NY 14094  
Permit No. 49

TOWN OF NEWFANE HISTORICAL SOCIETY  
P.O. BOX 115  
NEWFANE, NY 14108

