WILD KRATTS®: OCEAN ADVENTURE! NOW OPEN!
Wild Kratts®: Ocean Adventure!
Open Through September 8

Dive into an underwater world at the Wild Kratts®: Ocean Adventure! exhibit based on the popular PBS Kids’ series and now open at The Strong. Explore ocean habitats, meet fascinating creatures, and use the powers of science and teamwork to solve problems, help marine animals, and foil the villains’ nefarious plans.

Join brothers Chris and Martin Kratt, and their band of animal adventurers, to save the day. Put STEM concepts to use as you crawl through an anemone, explore a tidal pool, and hunt for lunch like a lobster. Also, roll up your sleeves and get to work at a shark-cleaning station, swim like a dragonfish in the depths of the sea, create your own dolphin name, and steer the amphisub along the ocean floor in search of rarely seen creatures.

Fairy Magic
Through October 31
Take a magical stroll through Dancing Wings Butterfly Garden. Listen to enchanting music as you walk among hundreds of butterflies and whimsical flowers, including orchids and begonias, and check out fairy house doors donated by artist Chris Palacc. Garden fees apply.
Presented in memory of Carol D. Simmons.

20 for 20 Book Challenge
Through December 31
To celebrate the Gelser Library’s 20th anniversary, the museum encourages guests to check out and read books to help The Strong reach a total of 20,000 books checked out by guests this year. Join the fun by picking up a bookmark tally sheet at The Strong’s Gelser Library desk and keeping track of 20 books checked out from the museum. Submit your completed sheet at the Gelser Library desk and be entered in a quarterly drawing for a $20 gift card to the museum’s shop.

Fairy Magic
Spend the summer with your favorite storybook characters! Listen to story readings at 2 p.m., take pictures with featured characters, and enjoy activities based on their stories.

July 8–12: How Do Dinosaurs…?
Meet the Dinosaur from Jane Yolen’s popular series, recreate story scenes with toy dinosaurs, and make a dinosaur headband and feet.

July 15–19: Cookie Mouse
Cozy up for a picture with Cookie Mouse. Cast a vote for your favorite type of cookie and enjoy cookie-themed activities.

July 22–26: Pete the Cat
Meet Pete the Cat, match Pete’s groovy buttons, and do the Cool Cat Boogie.

July 29–August 2: Skippyjon Jones
Take pictures with Skippyjon Jones, create a mask to turn into the imaginative cat, and enjoy music and dance at a lively fiesta.

August 5–9: Fly Guy
Spend the day with Fly Guy, create your own Fly Guy friend, and buzz around the Fly Guy Fun Zone.

August 12–16: Biscuit
Pose for pictures with the lovable puppy Biscuit. Take a plush dog on a walk and design a perfect puppy to adopt.

August 19–23: Wild Things
Roar with a monster from Where the Wild Things Are by Maurice Sendak, journey through the Wild Thing Jungle, and create a crown just like Max.

August 26–30: Berenstain Bears
Complete your summer by meeting a Berenstain Bear. Dress-up as a bear with bear ears and help the Bear family find their missing honey.

The Strong Unearths Rare Atari Footage through Digital Preservation Efforts
While digitizing U-Matic tapes (an analog videocassette format) in The Strong’s Atari Coin-Op Division collection, museum curators and library staff recently discovered a wide range of never-before-seen footage—including video of Atari’s offices and manufacturing lines, its arcade cabinet construction practices, and company-wide staff celebrations. The footage also includes gameplay of many of Atari’s popular titles, as well as video concepts for games never released. The video collection offers an unprecedented look at the inner-workings of Atari at its height at a time that it helped to lay the groundwork for the modern video game industry.

The museum’s digitization efforts are made possible, in part, by a grant from the Rochester Regional Library Council.

Storybook Summer
Weekdays, July 8–August 30 • 11 a.m.–3 p.m.
Spend the summer with your favorite storybook characters! Listen to story readings at 2 p.m., take pictures with featured characters, and enjoy activities based on their stories.

Fairy Magic
Presented in memory of Carol D. Simmons.

20 for 20 Book Challenge
Through December 31
To celebrate the Gelser Library’s 20th anniversary, the museum encourages guests to check out and read books to help The Strong reach a total of 20,000 books checked out by guests this year. Join the fun by picking up a bookmark tally sheet at The Strong’s Gelser Library desk and keeping track of 20 books checked out from the museum. Submit your completed sheet at the Gelser Library desk and be entered in a quarterly drawing for a $20 gift card to the museum’s shop.

Sensory-Friendly Sunday
Sunday, July 28, and Sunday, October 6 • 9 a.m.–noon
Enjoy the museum in a quiet setting designed for children with special sensory, developmental, or physical needs. Explore exhibits in a comfortable and accepting environment featuring fewer guests, extra visual safety signage, light and sound reduction, and designated quiet areas that include sensory-friendly toys. Relax with special story readings and a visit to Dancing Wings Butterfly Garden before noon.
Sensory-Friendly Sunday is limited to 250 guests. Tickets are $11 for members and $16 for non-members. Registration is required. Visit museumofplay.org for more information.

The Happiest Hour
Thursday, August 15 • 5:30–9:30 p.m.
Rochester’s most playful happy hour returns! Come dressed as your favorite superhero and enjoy a sampling of snacks, cash bar, superhero-themed activities, and more while exploring two floors of interactive exhibits. The ticketed after-hours fundraiser for “big kids” age 21 and older raises money to support The Strong’s overall educational mission and community outreach programs.
Happiest Hour tickets are $15. Museum members receive a $3 discount (maximum of two tickets per person). Visit museumofplay.org/happiesthour to purchase tickets.

Nominate Your Favorite Toy
Do you have a favorite toy that you would like to see enshrined in The Strong’s National Toy Hall of Fame? Toy lovers around the world are encouraged to nominate their favorites for induction this November. Nominations for 2019 must be received by July 31 and may be made online at toyhalloffame.org. Visit toyhalloffame.org to learn more about past honorees.

The Strong Awarded Grants
The Strong was awarded $20,000 from the Daisy Marquis Jones Foundation to support the museum’s community outreach programs, including the Museum Access for Children, Foster Family Admission, and Play Therapy Access programs.
The Strong also received a $20,000 unrestricted gift from the Max and Marian Farash Charitable Foundation through their 2019 Arts and Culture Gift Program in support of the museum’s operations.
Additionally, $3,500 was awarded to the museum from the New York State Council on the Arts and the Theatre Development Fund TDF Accessibility Program to add closed captioning to videos located throughout the museum’s interactive exhibits. The closed captioning efforts will enhance the educational, play-based activities throughout the museum and serve guests who may be deaf or have limited hearing.

World Video Game Hall of Fame Welcomes 2019 Class
In May, the World Video Game Hall of Fame welcomed four new inductees—Colossal Cave Adventure, Super Mario Kart, Mortal Kombat, and Microsoft Solitaire.
“These four games have all significantly influenced the video game industry and popular culture,” says Jon-Paul Dyson, director of The Strong’s International Center for the History of Electronic Games. “Colossal Cave Adventure was the first text-based adventure game and helped to launch the adventure genre. Super Mario Kart took popular characters from the Mario Bros. franchise and created one of the most beloved racing series of all time. Mortal Kombat pushed boundaries with its gameplay and questions around its depictions of violence, leading to the creation of the Entertainment Software Rating Board. Microsoft Solitaire became synonymous with the rise of the personal computer and has been played by billions worldwide.”
The four games entered the hall at a special ceremony on May 2. To learn more about these games and past honorees, visit worldvideogamehalloffame.org.

Slimy Clues
Unscramble the letters to reveal words that describe how slime looks and feels.

<table>
<thead>
<tr>
<th>Letters</th>
<th>Words</th>
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<tbody>
<tr>
<td>OEYOG</td>
<td>GOOEY, OOZY, CLAMMY, STICKY, GREEN, DRIPPY</td>
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</tbody>
</table>

MLACYM, OYZO, ITSWKC, ENGRE, PRIDYP, OEYOG, OYZO, MLACYM, ITSWKC, ENGRE, PRIDYP
OPENING WEEKEND ONLY, come in costume, meet other costumed fans from the Super Hero Alliance of Western New York, and create your own hero shield to take home.

Members, enjoy a special preview of the exhibit one hour early from 9 to 10 a.m. on Saturday, September 28, and 11 a.m. to noon, Sunday, September 29.

What kind of hero will you be? Leap into action alongside iconic Super Heroes from the DC UNIVERSE™—including BATMAN™, SUPERMAN™, and WONDER WOMAN™—when DC SUPER HEROES™: Discover Your Superpowers swings into The Strong beginning September 28. Learn about the importance of teamwork, self-discovery, and strength as you solve problems, fight for justice, and battle villains in a series of hands-on, fast-paced challenges.

Try on capes and pose for photos in the HALL OF JUSTICE™, and take a Super Hero Mentor Quiz to learn more about what powers and skills you already possess. Solve puzzles in the Gotham City bank, Cat’s Eyes Jewelry Store, and Cityscape Flowers to defeat THE JOKER™ and repair the BAT SIGNAL™. Test your hand speed and reaction time in the GREEN LANTERN™ Circuit Challenge, where two players go head-to-head pressing buttons in a specific sequence. Think you are fleet of foot? Try to beat THE FLASH™ in a virtual race.

At the City Docks, leap on the backs of sea turtles to cross the water to save AQUAMAN™ from the evil BLACK MANTA™, then surf back to shore on fish-shaped balance boards. In the museum, help BATGIRL™ recover a stolen artifact by navigating the “laser maze,” and then use speed and accuracy to aid WONDER WOMAN™ in lassoing the stolen artifact. After, fend off THE CHEETAH™ to save the day.


WHAT’S YOUR SUPER HERO NAME? Write it down in this space, and tell a story about your super powers too!

Create Your Own SUPER HERO CAPE!

Pretend you’re a super hero. What does your cape look like? Use the space below to design and decorate your super hero cape!
**Batty About Bats**

**Saturday, October 12 • 11 a.m.–4 p.m.**

Fly in to The Strong and learn all about bats. Take pictures with Batman from 11 a.m. to 4 p.m. on Saturday and 1 to 4 p.m. on Sunday. Uncover your favorite Caped Crusader’s strengths and weaknesses! Discover the natural superpowers of real bats, such as echolocation, design your own bat-cape, and more. Learn more about Batman and other heroes in the DC Super Heroes: Discover Your Superpowers exhibit.

**Monday, October 14**

**Dress-Up Day**

Kick off Fashion Week in Rochester with special dress-up activities at the museum. Transform yourself into a fantasy model with a glamorous outfit, take a turn on the catwalk and pose for your fans, and stop by the styling salon and give Barbie a new hairdo. The program is presented in partnership with Mary Therese Friel modeling agency, which will host a runway show as part of Fashion Week, featuring toys indented into The Strong’s National Toy Hall of Fame. For more information, visit fashionweekrochester.com.

Presented in partnership with Mary Therese Friel, LLC.

**Support the Powered by Play Campaign**

Construction is underway on The Strong’s parking garage, with plans to also break ground on a 90,000-square-foot museum wing later this year. The expanded museum will be the centerpiece of the Neighborhood Theater, a development that’s a walkable place to live, work, and play. The Strong’s growth will also allow it to increase collections storage, develop exhibits, create flexible classrooms, and provide a new home for the World of Video Game Hall of Fame and its Women in Games initiative.

To support this growth, the museum launched Powered by Play: A Campaign for The Strong. As a not-for-profit museum, The Strong’s expansion is only possible with the support of individual donors, corporations, foundations, and other funders.

We invite members and friends to become part of the transformation by making a gift in support of the Powered by Play campaign. To learn more visit museumofplay.org or contact The Strong’s Institutional Advancement team at 585-410-6346 or advancement@museumofplay.org.

**Play Ball**

**Friday, October 25 • 6–10:30 p.m.**

On October 25, The Strong will transform into an adults-only wonderland of glitz, glitter, and fun. Powered by Play — Rochester’s most playful gala! Play Ball 2019 will feature costumed characters, auctions, and performances including America’s Got Talent 2016 finalist Tape Face. Longtime supporters of The Strong, The DeMonte Family, will serve as honorary chairs of Play Ball.

“The DeMonte Family is proud to serve as honorary co-chairs at such a pivotal time in the museum’s history. The transformation that is underway will expand an institution in the Rochester community that continues to bring people together through the simple act of play,” said John DeMonte, CEO of the DeMonte Hotel Group.

Proceeds from Play Ball support The Strong’s educational mission and outreach programs. To purchase tickets, learn about sponsorships, or make a gift, contact Kylee Fassler at 585-410-6346 or kfassler@museumofplay.org.

**Family Halloween Party**

**Saturday, October 26 • 11 a.m.–4 p.m.**

Sneak peek in to what goes on inside the Spooky Story Station on Saturday at 11:30 a.m. and 1:30 p.m., and on Sunday at 1:30 and 3 p.m. For more than two decades, Baumheuer has performed and presented to audiences in and around Greater Rochester. Watch as he shows off juggling tricks inspired by the ghosts of vaudeville past. All weekend long, roll dice to find out how many eyes and ears your monster creation should have, play pumpkin-themed games, and practice your zombie walk and monster stomp.

**Corporate Partners and Sponsors Make a Difference**

Organizations are investing in The Strong by becoming corporate partners and museum sponsors. Their support provides important resources to bring the power of play to more children and families each year. Thank you to the following companies for renewing their commitments:

- Abbott’s Frozen Custard, Inc.; Action for a Better Community, Inc.; Bill Gray’s Restaurants; The Bonadio Group; Brown & Brown of New York, Inc.; CJS Architects; Construction Brands, Inc.; Diamond Packaging; Encalux BlueCross BlueShield; GUND Spin Master; Harris Beach PLLC; Hartter, Secret & Emery LLP; Key Bank; LaChase Construction Services, LLC; MT Bank; Manning and Napier Advisors; Rochester Regional Health; M/E Engineering, P.C.; Mary Therese Friel, PLLC; Nox Cocktail Lounge; Paychex, Inc.; Stern Pinball; The Goddard School; Trane; Wegmans Food Markets, Inc.; and Woods Oviatt Gilman, LLP.

To learn how your organization can make a difference at The Strong and receive benefits for your employees, please contact Myranda Gillow at 585-410-6366 or mgillow@museumofplay.org.

**The Strong Welcomes New Trustees**

Tom Kalinske, Venture Partner at Alsop Louis Partners, a venture capital firm with experience in new media, gaming, security, and mobile, joined The Strong’s Board of Trustees this spring. Kalinske has held CEO positions at Sega of America, Inc., Universal Matchbox Group, Mattel, Inc., and LeapFrog, where he built brands such as Hot Wheels, Masters of the Universe, Sonic the Hedgehog, and more. For this work, he was inducted into the Toy Industry Hall of Fame in 1997. Additionally, Kalinske is currently Executive Chairman of Global Education, a company dedicated to providing educational products and services to children in Asia. He resides in Atherton, CA.

Ben Mudrick, a partner at Rochester’s Harter Secrest & Emery law firm, also joined The Strong’s Board of Trustees this past spring. A graduate of University of Virginia School of Law and Brigham Young University, Mudrick advises executives and human resource management on how to navigate complex employment issues. Mudrick also regularly provides training to employers on non-harassment, wage and hour, and other labor and employment issues. Mudrick lives in Pittsford.

**The Big Book of Wonder Woman**

by Julie Merberg

Where did Wonder Woman come from? How did she get her special powers? Who are her friends and who are her enemies? Learn all about our favorite Amazon, Princess Diana. In this colorful guide to all things Wonder Woman, we explored a great family read. Located in Wild Kratts™: Ocean Adventure!

**Sea Creatures from the Sky**

by Ricardo Cortés

A young shark has an unbelievable story to tell: two strange creatures—both with a beard—took him from the ocean to the sky! Beautiful illustrations and easy rhymes make this picture book take us on the work of marine biologist a great family read.

**Pinball Wizards: Jackpots, Drains, and the Cult of the Silver Ball**

by Adam Ruben

Explore the uniquely American history of pinball alongside the story of the author’s attempt to make a comeback in the world of competitive pinball after starting a family and losing his status as the 80th-ranked pinball player in the world. Located in Game Revolution and Toy Halls of Fame.
Amazing Bats!

Bats see in the dark, using a special skill called echolocation. By making noises and waiting for the sound waves to bounce back off objects (an echo), they can safely fly. Use the maze to help the bat get out of his cave into the night to hunt for flying beetles, moths, mosquitoes, and other insects to eat.

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Donation Documents History of Marvin Glass

The Strong recently received a donation of toys, board games, and library and archival materials from veteran toy inventor Bill Paxton, who assembled and analyzed the collection as part of his research for the summer release of A World Without Reality: Inside Marvin Glass’s Toy Vault, a biography about Marvin Glass, his studio, and the toys.

Marvin Glass created one of the largest and most successful toy invention studios, Marvin Glass and Associates (MGA), in 1941. The firm is credited with the design of some of the best-selling toys and games including Mr. Machine, Rock'Em Sock'Em Robots, Mouse Trap, and Yakity–Yak Teeth. MGA operated under a unique business model: by licensing its designs and inventions to manufacturers, who would pay running royalties.

Glass wielded such industry clout that his company logo was printed on every game to manufacturers, who would pay running royalties.

The firm paved the way for independent designers within the toy industry and the toys entered into a quarterly drawing.

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Wild Kratts® Ocean Adventure!
Dive into an underwater world based on the popular PBS Kids® series. Use these pumpkins to draw your favorite jack-o’-lantern faces!

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SPRING/FAVORITE TIMES

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SUMMER/FALL 2019 CALENDAR OF EVENTS

Programs underwritten in part by Delta, official airline of The Strong.

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Fairy Magic
Enjoy a fairy-themed making activity to take home. Learn how to attract fairies to your garden yard and how to make fairy wands.

20 for 20 Book Challenge
Shop by the Gerber Library desk, pick up a fairy tale, check it out, and read 20 books during your visits, and return the completed sheet to be entered into a quarterly drawing.

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SUMMER/FALL 2019 CALENDAR OF EVENTS

PROGRAMS UNDERWRITTEN IN PART BY DELTA, OFFICIAL AIRLINE OF THE STRONG.

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Museum Closes at 4 p.m. on July 4

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Storybook Summer: How Do Dinosaurs?...
July 8–12 • 11 a.m.–3 p.m.
Meet Jane Yolen’s Dinosaur and enjoy dinosaur crafts.

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Storybook Summer: Cookie Mouse
July 15–19 • 11 a.m.–3 p.m.
Meet Mouse and enjoy cookie-themed activities.

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Storybook Summer: Pete the Cat
July 22–26 • 11 a.m.–3 p.m.
Meet Pete the Cat and do the Cool Cat Boogie.

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Sensory-Friendly Sunday
Sunday, July 28 • 9 a.m.–noon
Enjoy the museum in a quiet setting designed for children with special sensory, developmental, or physical needs. Tickets required.

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Storybook Summer: Skippyjon Jones
July 29–August 2 • 11 a.m.–3 p.m.
Take pictures with Skippyjon Jones, create cat-inspired masks, and more.

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The Happiest Hour
Thursday, August 15 • 5:30–9:30 p.m.
Playful, after-hours fundraiser for "big kids" age 21 and older. Tickets required.

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Storybook Summer: Wild Things
August 18–23 • 11 a.m.–3 p.m.
Meet a monster from Where the Wild Things Are. Journey through the Wild Thing Jungle, and more.

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Up, Up, and Away Tales
August 23 • 10:30 a.m.
Enjoy story readings by members of the Rochester Airshow teams including a wing-walker and F-22 pilots.

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Storybook Summer: Berenstein Bears
August 26–30 • 11 a.m.–3 p.m.
Pose for pictures with a Berenstein Bear and help the bear family find their missing honey.

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Storybook Summer: Biscuit
August 12–16 • 11 a.m.–3 p.m.
Pose for pictures with lovable Biscuit, take a plush dog on a walk, and design a puppy to adopt!

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Museum Mondays for Seniors
Mondays, September 9, 16, 23 & 30
Adults age 55 and older can explore the museum at a discounted rate. Tickets required.

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Carol D. Simmons Storytime Club: Autumn Adventures
Mondays, October 7, 21 & 28
10:30 a.m. & 11:30 a.m.
Learn about the exciting activities happening during the fall season.

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Batty About Bats!
Saturday, October 12 • 11 a.m.–4 p.m.
Sunday, October 27 • 11 a.m.–2 p.m.
Take pictures with Batman, discover the natural superpowers bats have, and enjoy bat-themed crafts.

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Dress-Up Day
Monday, October 14
Try on a glamorous outfit, take a turn on the catwalk, and stop by the styling salon.

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Play Ball 2019
Monday, October 21 • 6–10:30 p.m.
An evening of performances, food, auctions, and more as part of the museum’s annual fundraising gala. Tickets required.

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Family Halloween Party
Saturday, October 26 • 11 a.m.–4 p.m.
Sunday, October 27 • 11 a.m.–4 p.m.
Dive into the museum for Halloween festivities for the whole family.

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Toddler Trick-or-Treat!
Thursday, October 31 • 10 a.m.–2 p.m.
Game in costume on a journey through the museum for goodies from characters such as a wizard, detective, and chef.

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Women in Games: Create!
Thursday, October 3 • 6 p.m.
Celebrate the contributions of women to the electronic games industry. Tickets required.

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Sensory-Friendly Sunday
Sunday, October 6 • 9 a.m.–noon
Drop in the museum in a quiet setting designed for children with special sensory, developmental, or physical needs. Tickets required.

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Women in Games: Celebrate!
Thursday, October 24 • 5–8 p.m.
Celebration of women in the video game industry. Tickets required.

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Women in Games: Create!
Thursday, October 31 • 11 a.m.–4 p.m.
Dive into the museum for an art-making experience. Tickets required.

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Women in Games: Create!
Friday, November 1 • 6–10 p.m.
An evening of performers, fine food, auctions, and more as part of the museum’s annual fundraising gala. Tickets required.

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Wild Kratts® Ocean Adventure!
Dive into an underwater world based on the popular PBS Kids® series.
The Strong® is a highly interactive, collections-based museum devoted to the history and exploration of play. As a 501(c)(3) not-for-profit educational organization, The Strong is funded in part by contributions and grants from individuals, corporations, foundations, and state and federal entities. It is home to the International Center for the History of Electronic Games, National Toy Hall of Fame, World Video Game Hall of Fame, Brian Sutton-Smith Library and Archives of Play, Woodbury School, and American Journal of Play and houses the world’s largest and most comprehensive collection of historical materials related to play.

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MUSEUM ADMISSION

General Admission (does not include admission to Dancing Wings Butterfly Garden®): age 2 and older $16, under age 2 free, museum members free.

Admission to Dancing Wings Butterfly Garden: $4 per person for members, general admission fee plus $5 for nonmembers; children under age 2 free. Tickets may be purchased at the museum’s admissions desk.

Admission rates and Dancing Wings Butterfly Garden fees subject to change.

PARKING

Limited free parking is available for guests during regular museum hours on a first-come, first-served basis.

On high visitation days, museum parking may reach capacity. If space is not available on site at the time of your visit, you will find additional parking (fees apply) at neighboring municipal garages.

MUSEUM HOURS

Monday–Thursday, 10 a.m. to 5 p.m.
Friday & Saturday, 10 a.m. to 8 p.m.
Sunday, noon to 5 p.m.
Museum closes at 4 p.m. on July 4.
Museum closed on October 25.

DINING

The museum offers a variety of dining options including Pizza Hut Express, Taco Bell Express, Subway, Louie’s Sweet Shoppe, and Bill Gray’s Restaurant. Visit museumofplay.org for hours and information.

INFORMATION

585-263-2700 • museumofplay.org

PLAY TIME

Editor: Kelly Murphy Lucyszyn
Contributing Writers and Photographers: Kylee Fassler Myranda Gillow Victoria Gray Beth Lathrop Noelle McElrath-Hart Allison McGrath Michelle Parnett-Dwyer Shane Rhinewald Kate Whitman

Women in Games: Create!
Thursday, October 3 • 6 p.m.

Celebrate the contributions of women to the electronic games industry during the second annual Women in Games program. Enjoy an evening of discussions with female innovators and leaders from the video game industry, such as Kiki Wolfkill, executive producer and studio head for the Halo franchise, Jennifer Taylor, voice actress for dozens of games and Microsoft’s Cortana, and Meggan Scavio, president of the Academy of Interactive Arts and Sciences.

“This is a fantastic opportunity to bring together women from different sectors of the video game industry and from different eras to discuss what drives them creatively,” says The Strong’s curator Shannon Symonds and co-lead for the museum’s Women in Games initiative. “Last year’s inaugural event, which included luminaries such as Bonnie Ross, lead for Microsoft’s Halo team, and Dona Bailey, programmer and co-creator of Atari’s hit arcade game Centipede, was a huge source of inspiration. It brought to the forefront many of the untold stories of women in the field of video games.”

The ticketed event includes an interactive panel discussion, followed by light refreshments and networking. A roundtable event for students age 17 and older will follow on Friday morning. For more information, call 585-263-2700 or visit museumofplay.org/exhibits/women-in-games.