

Contents

Chapter One:	Introduction and Authenticity	10
Chapter Two:	The Depot Markets	18
Chapter Three:	The Inner Markets	35
Chapter Four:	The Straw Workers, Plaiters, and Marquetry Artists	46
Chapter Five:	Part 1: The Prisoner Bone-Workers	104
	Part 2: The Prisoner Ship Model Makers	128
Chapter Six:	Part 1: Rolled Paper Work and Paper Sculpture	160
	Part 2: Automata and Mechanical Toys	163
	Part 3: Games, Games-Boxes and Pastime Trivia	192
Chapter Seven:	Artists	222
Chapter Eight:	Part 1: The Freemason Prisoner of War	230
	Part 2: An English/American Officer in France	253
Chapter Nine:	The Gamblers and the Brokers	259
Chapter Ten:	The Entertainers	282
Chapter Eleven:	The Forgers and the Coiners	303