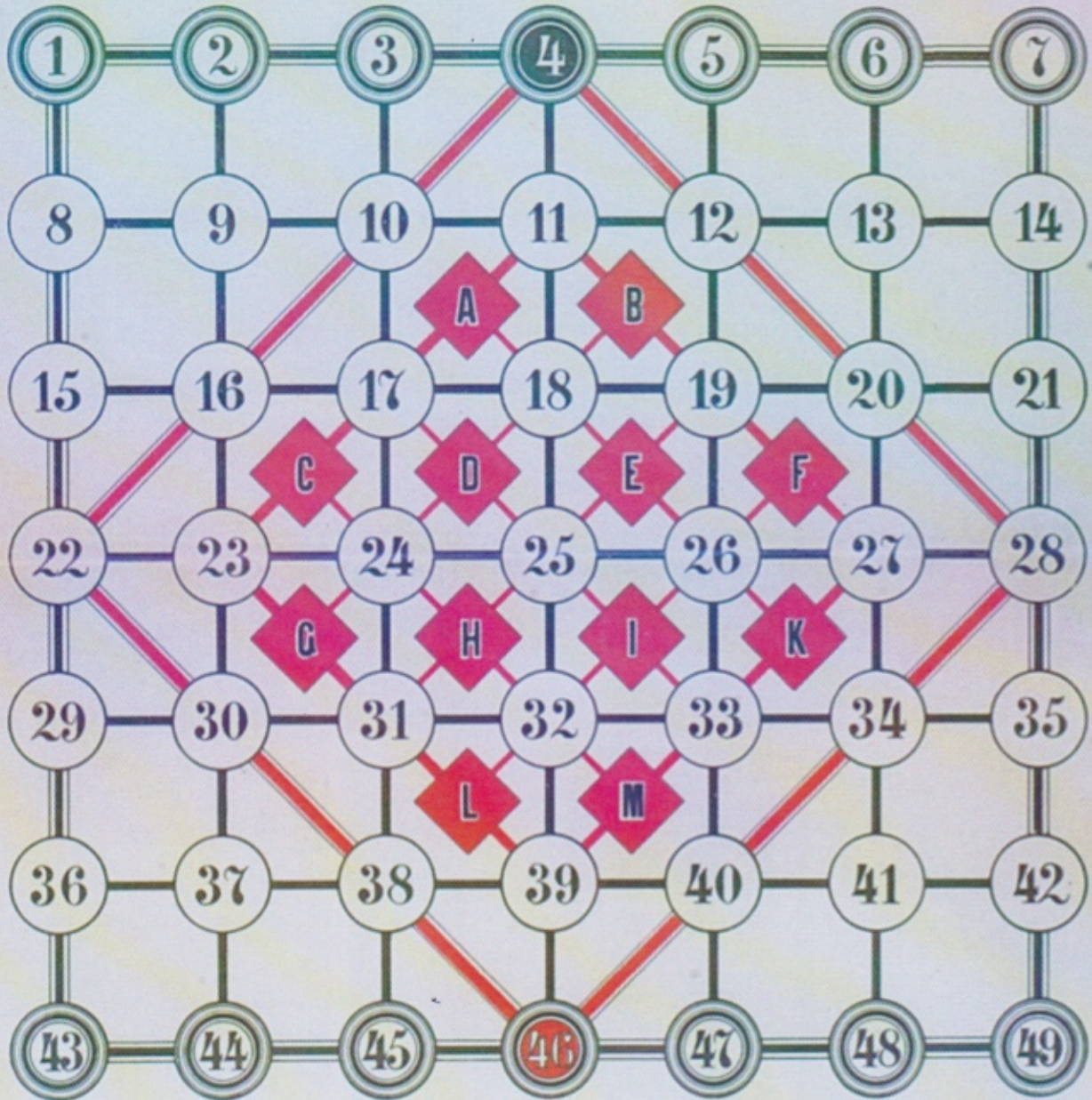


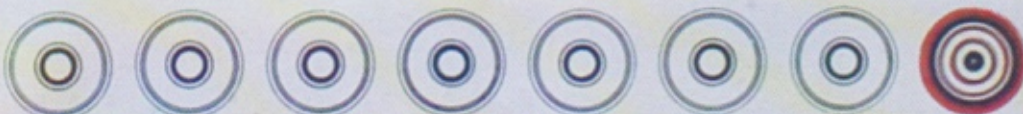
HET HAZESPEL.



TOELICHTING.

Zeven jagers willen een haas vangen, door dien in te sluiten. De haas staat op het roode veld 46; de jagers staan op het veld 1-7. De haas beweegt zich alleen binnen de roode ruit 4, 22, 28, 46 en mag voor en achterwaarts, alsmede zijdelings, ook op de roode ruiten A tot M schuiven. De jagers mogen zich alleen voorwaarts, rechts en links bewegen, niet achterwaarts, nog schuiven, alleen op de roode velden 1-40.

De jager No. 4 schuift het eerst vooruit, daarop trekt de haas (op 46 staande) vooruit en zoo schuift ieder om de beurt, zonder te slaan. De jagers winnen het spel als de haas ingesloten en derhalve vast zit, of ook wanneer 6 van hen de onderste rij 43-49 bereiken, vóór dat de haas op veld 4 is. Is de haas daarentegen het eerst op 4, dan heeft die het gewonnen.



Haarlem. Uitg. I. DE HAAN.

Lith. Emrik & Binger.

Plagiarism in the 19th Century?

Some thoughts about an old game

by Fred Horn

The game Het Hazespel (opposite page) was once part of the former collection of Goes resident, Piet Bénard. After his death, the auction house Glerum put it up for sale. I had the same game as well, framed and hanging on the bathroom wall for years. It is now in the Vlaams Spellenarchief in Brugge, Belgium.

In Holland this item is called a "centsprent" (penny print) and a lot of these "centsprenten" featured games. It's a pity these lithographs rarely had a date printed on them. We believe this game is circa 1875, but it could as well have been published 40 years earlier or even later than 1875. The game is an interesting development of the simple asymmetrical "Cat and Mice Game" normally played on the 8x8 chess board or the 10x10 Dam board.

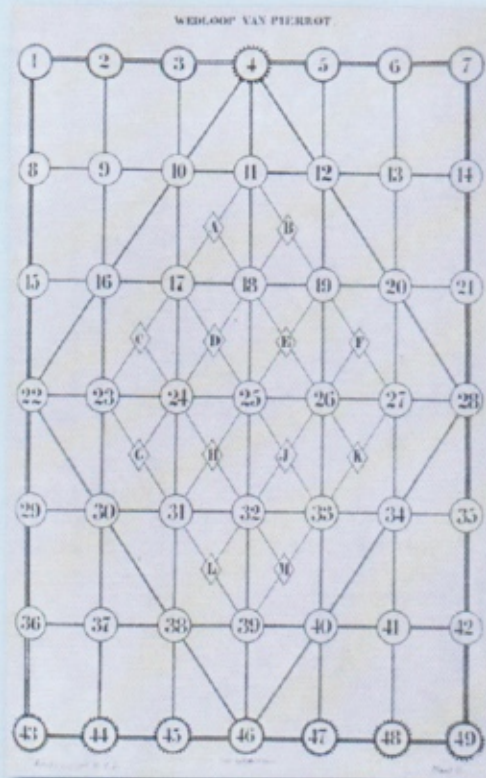
And then a few months ago, accompanied by Geert Bekkering and Rob van Linden, I visited the Koninklijke Bibliotheek (Royal Library) in the Hague to search their files for games, puzzles, and play material (like cutouts) published in the "Kinder Courant," and to photograph the more interesting ones for Rob's website HONGS. For Geert, his aim was to get a "complete" (as far as possible) overview of all the published articles on play material.

And then unexpectedly, I couldn't believe my eyes when, looking through the "Kindercourant 1855 Deel IV stuk 2", there appeared a printed game called "WEDLOOP VAN PIERROT"—identical to the game that hung on my bathroom wall. Under the heading VERMAKELIJKHEDEN one could find the rules:

AMUSEMENTS—RACE OF PIERROT

A new game for two persons

Pierrot, the jocular friend of Arlekijn, starts a race with 7 peasants. Pierrot places himself on No. 46 and it is his aim to reach No. 4. He is only allowed to move within the square which is enclosed by the numbers 46, 40, 34, 28, 20, 12, 4, 10, 16, 22, 30, and 38. But to compensate he can move forwards, backwards, and diagonal, and not only move to the numbered circles in between, but also to the small squares, which are drawn with the letters A to M.



The seven Peasants, to the contrary, start upon the circles 1 to 7, and only six of them have to reach the opposite numbers 43 to 49 to win. The Peasants are only allowed to advance along the (orthogonal —F.H.) thick lines and only forwards or sideways, but never backwards. They must do their best to get in Pierrot's way and to make it impossible for him to move.

Pierrot is represented by a white checker disc; the seven Peasants by seven black checker discs. For sure, players may use other objects, such as a thimble for Pierrot and for the Peasants 7 half-cents.

Two identical games, but with the question, who copied who? In those days it was a common practice to use other people's ideas, but in this case, "Who was first?"

The game may also have a complete different origin, invented elsewhere but used by these publishers. Up to now I could not find an identical game from the same period, not in England, France, nor Germany.

N.B. Perhaps there is a small indication which game was first. The Pierrot rules state: "De boeren mogen echter alleen langs de drie dubbele lijnen opmarcheren...." 'drie dubbele lijnen' refers to a path visualized by 3 parallel lines. Look at the accompanying board and you'll see that NONE of the lines are drawn that way! But the outside path in the Het Hazespel is drawn exactly that way. If that is really the case then the dating of Het Hazespel must be wrong. [AGPC](#)

A recorded game in the "Kindercourant"

Boeren.		Pierrot.	
1. Zet van N ^o .	4 naar 11	van N ^o .	46 naar 39
2.	3	5	10
3.	5	10	18
4.	6	13	25
5.	8	9	18
6.	9	16	17
7.	1	8	18
8.	7	14	18
9.	10	17	19
10.	8	15	20
11.	13	20	28
12.	12	19	27
13.	20	27	26
14.	14	21	25
15.	21	28	18
16.	15	22	18
17.	16	23	24
18.	22	29	31
19.	29	36	30
20.	17	16	22
21.	26	43	30
22.	28	35	31
23.	16	17	24
24.	25	42	31
25.	42	49	31
26.	27	34	25
27.	24	41	26
28.	19	30	27
29.	41	48	26
30.	11	12	19
31.	12	11	18
32.	20	19	26
33.	23	30	27
34.	30	37	20
35.	11	19	20
36.	17	34	27
37.	19	18	19
38.	24	31	19
39.	31	38	26
40.	37	44	26
41.	18	17	24
42.	12	11	16
43.	11	10	16
44.	38	45	28
45.	17	18	17
46.	18	25	17
47.	10	11	19
48.	11	18	19
49.	18	31	19
50.	25	34(*)	19
51.	32	39	12

Gewonnen.

(*) In plaats van direct uit 34 de best op 31, door naar 22 en van daar wederom terug te keeren, de partij onbeslist (dus: kansaan maken).

*Instead of the peasant's move on 11, by going to 12 and then returning to 11, the game would have ended in a draw.

