

# Great Finds!

## A Great Gift

Article & photos by Fred Horn

In 1984 some exhibitions were held featuring games from my collection—one in “Het Speelgoed-en Blik-Museum” in Deventer, and another in “Madurodam” in The Hague. There was a great amount of interest and one of the nice things that happened, was, visitors went back into their cabinets to find their “forgotten” games and presented them to me.

In one case I received a letter from a certain Mr. P. Taminia with this leaflet incuded:

### ROOD – WIT – BLAUW (Red – White – Blue)

In his letter he stated he would donate these rules to my collection.

He could only tell me, in my phone call to him to say thanks for the gift, that the game itself, both board and pieces, had been constructed from cheap cardboard. They were terribly damaged and only a few pieces remained in the cardboard from which they were to be punched out from. So he threw them away. In regards to the leaflet and the accompanying rules, he remembered my exhibition, obtained my address, and sent them to me.

Unfortunately, he had attached the separate parts together for my convenience with 3M magic tape! *Note: Never do that because it is impossible to restore!*

I had never seen or heard of this game nor the ‘theme’ (Red, White, Blue—the colors of the Dutch Flag). It seemed to indicate a relationship with the end of

the German occupation in 1945. But that was a wrong assumption, based on the lack of any real research.

Back in 2013, when Rob van Linden put the game on his website HONGS:

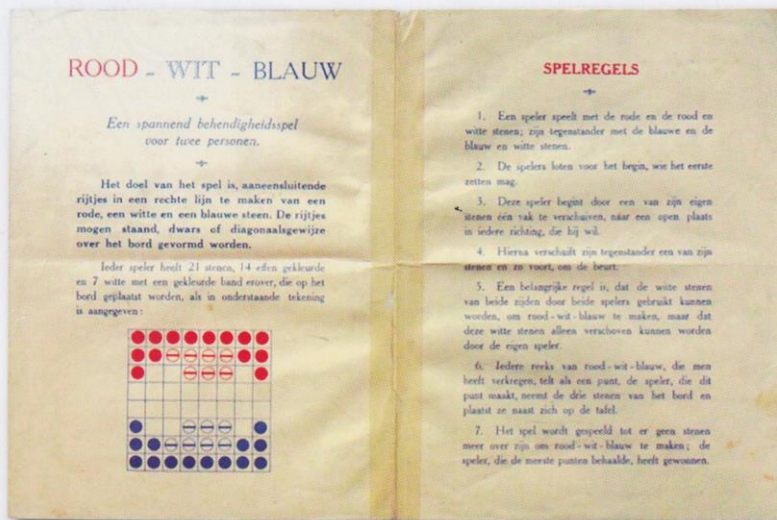
[www.hongs.nl/index.asp?z=Rood%20Wit%20Blauw&vi=li](http://www.hongs.nl/index.asp?z=Rood%20Wit%20Blauw&vi=li)

he had found a 1938 brochure from the firm Perry & Co where the game was offered to customers for the St. Nicolas festivities of that year.

We now had a date when the game was published, but still knew nothing about who did it nor any information about the inventor. The publisher could have been (the firm) Perry itself; they also published under the name “Penco.” Unlike the other games pictured in the brochure, no box is pictured with ROOD-WIT-BLAUW.

In his letter Mr. Taminia also relayed something about the game itself:

*“Play the game yourself because it is a better game than 4 in a Row. Counting against this design is that a pat/remise-situation easily develops. This is why I had invented a variant on a 9 x 9 board, within the middle a ‘Central Island’ and 2 x 2 gamble pieces—(2 red and 2 blue)—with a white cross on one side and on the other side: 1 with a red and 1 with a blue line and 2 complete white. These are placed at random with the cross visible before the game starts.”*



ROOD-WIT-BLAUW leaflet with rules for the game

Perry game brochure featuring ROOD-WIT-BLAUW as one of its offerings.

Mr. Taminiou forgot to tell,  
 a) how many squares in the Central Island (1 or 9?);  
 b) if the amount of pieces played with stays the same; and  
 c) what to do exactly with the gamble-pieces.

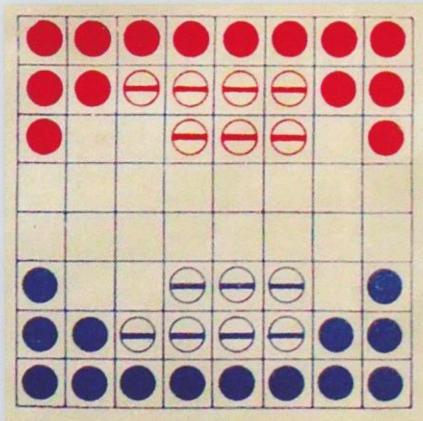
A nice puzzle for the readers to solve!

But first, make the pieces and an 8 x 8 board and play the game yourself. Here are the (nearly word by word, FH) "translated" rules for the game:



## RED-WHITE-BLUE

*A thrilling dexterity game for two players*



The object of the game is to make adjacent rows in a straight line of a red, a white, and a blue stone. The rows are allowed to be made horizontal, vertical, or diagonal on the board.

Each player starts with 21 stones—14 complete coloured and 7 white with a coloured band across. These are placed on the board as shown in the drawing.

## GAME RULES

1. One player plays with the red and the red/white stones; his opponent plays with the blue and the blue/white stones.
2. The players draw (a stone —FH) to determine who moves first.
3. This player begins by moving one of his own stones one square, to an empty square in any direction that he wants.
4. After that, his opponent moves one of his stones, and so on, in alternate turns.
5. An important rule is, the white stones may be used by either player, to make Red-White-Blue, but the white stones can only be moved by their own player.
6. Every series of Red-White-Blue a player makes counts as one point. The player who makes this point takes these three stones from the board and places them next to him on the table.
7. The game is played until no stones are left to make a series of Red-White-Blue. The player with the most points wins.

AGPC