An Arithmetic Card Game for Brave Knights
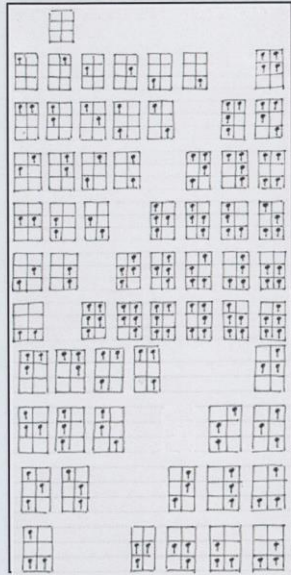
(For up to 12 Players)

By Fred Horn

NICOLAUS & WILFRIED

The game board

Addendum 1—64 cards of one color

Game 1
April 28, 2015

Material:
- Board for laying down the cards (at right)
- 128 cards (with symbols, see Addendum 1):
  - 64 red Jack—WILFRIED
  - 64 yellow Jack—NICOLAUS
- Paper and pencil to keep score
- Rules

Preparation:
Place the board between the players. Shuffle the cards and lay down the first red card and the first yellow card on their place on the board. Reshuffle the cards.

Deal each player 3 cards for his hand. The remaining card deck is placed face down near the board to be used as "stock." One player maintains the "Paper and Pencil" to keep the score for each player. Youngest player begins play.

Aim of the Game:
a) To reach the highest score after playing all cards, or b) to be the first player to reach a mutually agreed upon number of points; for example, 50, 100, or other point total.

Rules:
Turns go clockwise. Youngest player begins play. In his turn, a player must play one of his cards out of his hand onto the board upon the pile of the same color.

By comparing the configuration of the symbols on his card with those on the adjacent (different colored) card, the player determines his score in his turn:
- Every position on his placed card that has a 'blank' at the same place on the adjacent card, scores 1 (plus) point
- Every position on his placed card that has a 'symbol' in the same location on the adjacent card, scores 1 (minus) point

After his points are registered, player takes 1 card from the stock pile and his turn ends.

A player is allowed, on his turn, to determine if he can play a card that would result in a positive score (or not) for him. Thus:
- He is allowed to skip playing one card out of his hand and can discard one card to a discard pile (of open cards which are "out of play" and not used anymore in the game). He scores 1 (minus) point, draws a new card from the stock and his turn ends.

Winning:
a) After playing all of the cards, the player with the highest cumulated score WINS.

b) When the agreed amount of points has been reached by 1 player, he is declared the WINNER and play stops immediately.

Addendum 2—
Sides of the Die

Die diagram along with the card deck and the symbols on each.
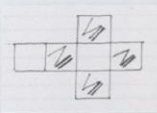
Game 2 *(with special die)*
April 16, 2015

Material:
- Board for laying down the cards (at left)
- 128 cards (with symbols, see Addendum 1):
  - 64 red Jack—WILFRIED
  - 64 yellow Jack—NICOLAUS
- 1 special die (see Addendum 2)
- Rules

Preparation:
Place the board between the players. Shuffle the cards and lay down the first red card and the first yellow card on their place on the board. Reshuffle the cards.

With a game up to 6 players, each player gets 12 cards; from 7-9 players, each player gets 10 Cards; and with 11 or 12 players, each player gets 8 cards. The remaining card deck is placed face down near the board to be used as "stock." Each player takes 1 card from the stock pile and the player with the highest number of symbols begins. When more than one player has the highest number, the next lower amount begins.

Aim of the Game:
To play all your cards held in your hand onto the board.

Rules:
Turns go clockwise. In his turn a player first rolls the die and then continues as follows:

When ($\geq$) is rolled, the player must play one of his cards from his hand that produces the sum of the symbols on the cards shown on the board, or higher; or he must play from his hand TWO different colored cards that equal the sum of the symbols on the cards. If he is unable to successfully do so, he takes the upper card from the stock and adds it to his hand ending his turn.

When ($\leq$) is rolled, the player must play one of his cards from his hand that produces the sum of the symbols on the cards shown on the board, or lower; or he must play from his hand TWO different colored cards that equal the sum of the symbols on the cards. If he is unable to successfully do so, he takes the upper card from the stock and adds it to his hand ending his turn.

When (blank) is rolled, the player takes one of the two upper cards from the board and adds this card to his hand. His turn now ends. He is not allowed to take the last card off the piles on the board.

Winning:
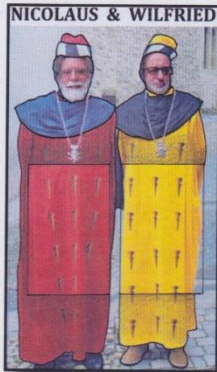The first player able to lay down his last card from his hand onto the board, WINS.

AGPC

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As shown in Vol. 18 No. 1, p. 36

From Fred Horn

Editor: the missing card!

NICOLAUS & WILFRIED

Adding context for "NICOLAUS & WILFRIED"—Niek and I visited a castle during BGS 2015 and that strange picture was made there, which inspired me to invent a game around this photo. Also, all the cards are mentioned, but the picture of the 64th one (the complete filled-up card) is missing.