THE ROYAL FAMILY

('s Konings-huis) Article by Fred Horn

Amazing Games & Puzzles from the Dutch "Kinder Courant" — Part 4

In Kinder Courant, Issue 11, page 185, May 29, 1863, De Plaat (Plate) 47 highlighted a game based on the well-known Auction-Dice game "BELL & HAMMER."

Surprisingly for that time, the subject of the game pertained to the Dutch Royal married couple—the actual monarch (King Willem III, who ruled over Holland) with his first wife (Queen Sophie). Some of this is explained in the introduction to the game rules:

DE PLAAT 47

Shows a family game, which we have named 's Konings-huis—THE ROYAL FAMILY.

Thou must begin with cutting off the eight squares from the Plate, located at the bottom. Unfortunately, the artist did not draw them all the same size; so be careful to have eight cubes or cubes made by your carpenter, to which you will affix the six numbers and the two portraits; they do not resemble much, but must represent the King and the Queen.

Whatever is left from the plate, thou glues on thin cardboard, or heavy paper, color everything neatly and cut it along the edges, in such a way that thou gets five small cards. For the subscribers abroad, the palace must be yellow in color, the statue bronze up to black, as well as the base;

(N.B. The Kinder Courant was published in 's-Gravenhage [the Hague], so the writer here refers to the fact that children not living in that town—the Royal residence—could not have seen the Palats (Palace) Noordeinde or the Statue of Willem van Oranje [William of Orange] in front of the Palace, themselves. So it deserves explaining how to color these pictures. —F.H.)

the King in uniform, blue, as a general; the Queen beautiful in silk with lace. Thou can now use it as a game, it does not matter with how many people thou have, according to the following...

Fred Horn Collection: Vlaams Spellenarchief, Bruges, Belgium

Palace Noordeinde; Statue of William of Orange
GAME RULES

A cashier is chosen, who then receives from each (player) 5 to 10 perenoten (small cookies), chips, or whatever thou wants. Thereafter he sells to the highest bidder the five small cards; the proceeds go into the pot (pool). The cashier now takes the dice (N.B. The dice are the eight cubes, manufactured by the carpenter, each glued with a picture of a number or the image of King or Queen — F.H.) and rolls first, thereafter, from his right side, each (player) in turn.

He who only throws white (blank) box, pays 1 chip, or 1 piece of whatever one has put at stake, to the holder (owner of the card) of het paleis (the palace). If only the King or only the Queen throws points, the holder of this card receives that sum (of the numbers) double. If the King and Queen are awarded points, then the sum is paid only. But if in these three cases only blanks (N.B. meaning, King or Queen or both with only blanks! — F.H.) are thrown, the holder of the palace receives a piece.

As long as there is something in the pot (pool) to pay, the game continues, when this fails, then the advantage begins for het Standbeeld (the Statue). Anything thrown now and not in the pot must be paid by the one who has thrown to the holder of the statue, after subtracting of what is in cash. (N.B. meaning, the difference between the sum of the thrown numbers and the left over sum of whatever — cookies; chips; etc. — is in the pool — F.H.)

When there is also a puppet (image of the King or the Queen or of both), then he is free from paying. When at last just the amount of what is in the pot is thrown, then the game ends.