

Back at home, I discovered that both of the games proved to be worth their purchase due to their fine game play—especially “The Game.” I did (and still do) very much enjoy this game. Though it has just a few simple rules, the game play does not presuppose one employ a simple strategy. Also, both of these games are really design-objects with marvelous Perspex boards and gratifying pieces. This author considers them of “high-quality authenticity.”

At that time I was only interested in collecting. More than a decade later however, the question—“What is the story behind the games?”—sparked my interest

and I started doing some research, first, mostly on Dutch games and Dutch authors. But I also found that beautiful “The Game” worth researching as well. I only had the name Leisure Dimensions Ltd., Made in England from the rules and THINK (GAMES) LTD. 1971

on the box at my disposal. The Internet at that time was not a resource, nor whatsoever else, which meant I had to write letters to all kinds of archives. Unfortunately, no information resulted, so after awhile I layed this research to rest.

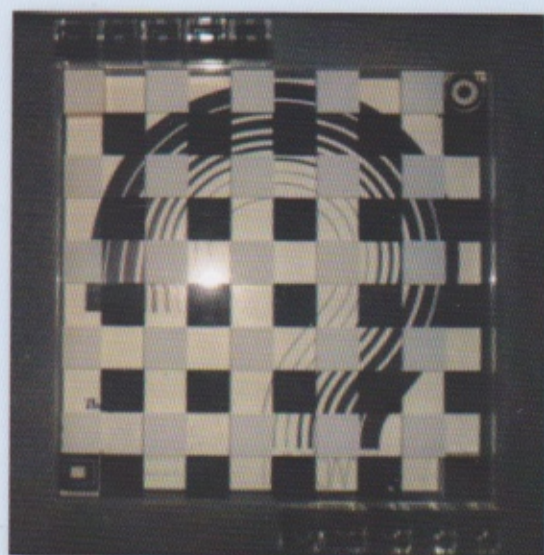
For my birthday in 2000, Mr. Ruud Pit did present me a complete set of issues of “Games & Puzzles” from the seventies, and to my surprise I found an advertisement (shown opposite page) on the subject in its first issue including an address and phone number. Unfortunately however, the information was no

longer current. So for the second time, no trace of this mysterious company came to light. As far as I know, the only surviving box is now in the Vlaams Spellen Archief in Brugge.

I did translate the rules for the website of João Pedro Neto: <http://sagme.blogspot.pt/> from Dutch into English (shown below).

Are there any collectors with more information about “The Game,” its origin, or its author(s)? I really want to know!

AGIPC



## “THE GAME” Rules

### The Winner

The winner is the player who, on his turn, succeeds in occupying the starting square (home base) of his opponent with one of his pieces.

### The Rules

1. The game is played by 2 players, each playing with his own 5 identical pieces.
2. Both players start with their pieces off the board. Their home base is the square with the same image as their pieces. In the first 5 turns, each player alternately brings his pieces on the board, starting by placing a piece on his home base. Players draw to see who plays first. A move is made by sliding a piece horizontally or vertically over 5 squares of the board. Moving diagonally is not allowed. During his move, a player may change direction twice, but cannot return his piece to the starting position of that move.
3. After the initial 5 turns, on his turn, each player moves one of his pieces.

4. Players alternate in sliding their pieces, trying to reach the opponent's home base.

5. Jumping over a piece is not allowed.

6. When the last square of a player's move is occupied by an opponent's piece, the player can place his piece on top of the opponent's piece to immobilize and thus neutralize it; this piece cannot move anymore until the piece on top is moved off.

7. However, if the blocked player can move another piece on top of these two, the blocking piece is now in the minority on this square and is captured and removed from the board and taken out of the game.

8. A player is not allowed to hold his home base (occupy it with one of his pieces) for more than 3 turns.

9. If a player has occupied his home base and the opponent ends on top of it on his turn, this is not a winning move; the home base is only neutralized. It is only a win when a second opponent piece lands on these two, thus capturing the blocked piece. When this is not possible,

the pieces must move off the home base before it can be occupied again.

Note: You are allowed to have more than 1 piece of the same kind occupying a square.

*Additional rules by Fred Horn—*  
We also played the game with some extra rules:

- A. You are not allowed to occupy a square with more than 2 of your own pieces.
- B. You are not allowed to occupy your own home base with more than 1 of your pieces; this means that a player cannot capture on his home base.
- C. You are not allowed to pass through the same square twice on one move.
- D. A player can also win if he blocks all of his opponent's pieces.

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