

DE CIRKEL DER PASSAGIERS

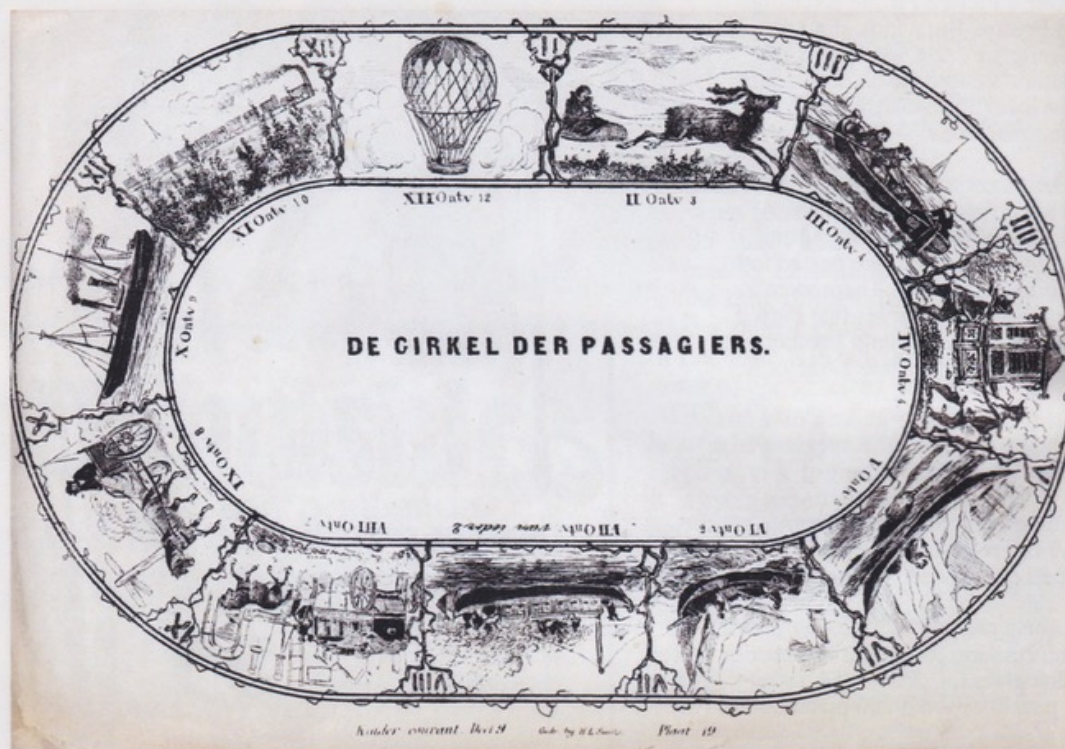
Amazing Games & Puzzles from the Dutch "Kinder Courant" Part 6

Article by
Fred Horn

With many thanks to
Rob van Linden and
Geert Bekkering for
providing the raw material.



Plate 18: Displayed the
hot air balloon and
steamboat cards to construct



In the "Kinder Courant" Part 9 (1860-1861)—N.B. the term Part is used to indicate the volume for a certain year of 52 weeks = a new game, as Plate 19: "THE CIRCLE OF PASSENGERS" game was offered to the youngsters.

The instructions on how to play the game was published in the *Kinder Courant* Issues 18 and 19, respectively on pages 69 and 73.

First, in Issue 18, only a few parts for the game were announced. The two images (shown above) were printed on Plate 18.

N.B. The steamboat and the hot air balloon, found on this plate, need to be made into cards and kept until next week.

Second, apart from Plate 19 showing the game board, in the next week's Issue 19, the instructions on how to play the game were published on page 73.

DE PLAAT.

Hierbij voor de winteravonden een nieuw spel: de cirkel der passagiers. Bij dit 'spel' zijn 2 kaartjes, een van de stoomboot, en een ander van den luchtballon (op de plaat bij het vorig blad). Wanneer nu ieder eens bepaalde som heeft ingezet, werpt men, en wie het eerst 10 gooit krijgt het kaartje van de stoomboot, en wie 12 gooit, dat van den luchtballon. Ook kan men die verkoopen. Nu begint men te werpen met twee dobbelstenen, en ontvangt hetgeen bij het getal, wat men geworpen heeft, staat. Wanneer iemand hetzelfde werpt, als hij die voor hem geworpen heeft, betaalt hij 3 aan de stoomboot. Wanneer er nu nog minder dan 12 in den pot staan, en iemand werpt er boven, dan betaalt hij 6 aan den eigenaar van den luchtballon, zoolang tot dat iemand zooveel werpt, dat de pot leeg wordt, wanneer het spel is geëindigd.

THE PLATE

Hereby for the winter's evenings a new game: DE CIRKEL DER PASSAGIERS (the circle of passengers). The game uses two cards, one of the steamboat, and another of the hot air balloon (on last issues' Plate). When now everyone has staked a certain sum, one rolls and who first rolls 10 gets the steamboat card, and who throws 12, gets the one with the hot air balloon. It is also possible to sell these. Now one starts to throw with 2 dice, and receives the amount corresponding to the number rolled. When someone throws the same as the one who threw before him, he pays 3 to the steamboat.

When less than 12 is in the pot, and someone throws more, then he pays 6 to the owner of the hot air balloon, until someone throws so much, that makes the pot empty, which ends the game.

N.B. This is really Dutch from a long time ago and even hard to understand for a 'modern' person. I have tried to translate it directly, which does not make 'modern English' but keeps the "flavor!" —F.H.

Comments about the game: This game is kind of a simplified version of the well-known BELL & HAMMER. The special dice and the Bell- and Hammer cards are transformed into a board, with the instructions how much to get on a certain throw out of the pot, and the use of 2 normal six-sided dice.

The rule for the Horse/Grey card (in action when one only throws 'blanks') is transformed into a rule for not throwing the same number as your previous player, paying 3 to the owner of the hot air balloon card.

The steamboat card has the same role as the Inn card in BELL & HAMMER. When the pot cannot pay enough money, as indicated by the throw, one has to pay to the owner of this card. Even the possibility of an auction (in BELL & HAMMER the cards are always sold in an auction!) to sell the cards is mentioned as alternative! AGPL