

# Strange Things Happen!

An odd coincidence with a four-person bicycle ... as told by Fred Horn

When I was clearing up my parents' home after my father's death, and my mother having gone to an elderly-care facility, I found in a closet a box containing games from my youth.

Our homes weren't that large, so in the past my father had the habit, when we received a game on a birthday or for example at Sint-Nikolaas, of demolishing the game box and throwing that part of the game away. Everything else was stored in a box together with the parts from all our other games and for all those years, this carton was kept by my father when they moved from house to house.

After this discovery, it took me a while to assemble "complete" games for my collection. Some things were different from the others, these included a few of my father's self-made games.

Included were the "Loterij in 3 Bedrijven"; "het Jachtspel"; his own handmade "Amsterdam-Monopoly," and a kind of "Ezeltje Prik"—a pin game. On a sheet of paper, the design of a board for a bicycle game is pictured. (Shown top right).

When we were young this game would appear on special occasions, especially when a lot of children were present in the house. My father had made a frame with a soft backing to pin this sheet of paper on. Another frame was taken off the wall, and this one hung in its place so the game could be started.

The game pieces included 4 cardboard people—2 parents and 2 children—each with a pin stuck through their shoulders. There was a blindfold as well for the players.

To start the game, one of the children was blindfolded, given a game piece, turned around several times, and sent off to find the drawing on the wall to pin his game-piece bicyclist in its right place!

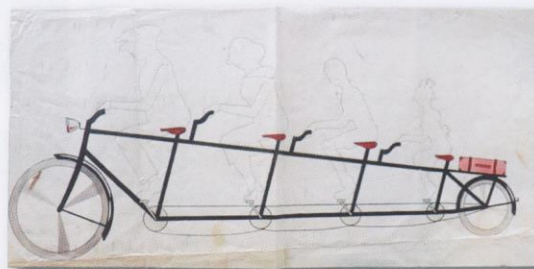
Hilarious moments followed when the drawing couldn't be found; and in the end, when the actual 'pinning' occurred, everyone became more excited because of the pin's final "position and placement" on the drawing. Then the next child got their chance and so the fun continued.

When I found the game the little girl piece was missing, so out of my memory I made her again. The design of my father's painting resembles the work of Dutch illustrator Daan Hoeksema. In his youth, my father was familiar with his work so it is possible he copied a design of this illustrator.

So far so good. I made photos of this game, sent them to Rob van Linden for his website HONGS (Historisch Overzicht Nederlandse Gezelschapsspellen)—Historical Overview Dutch Family Games—www.hongs.nl

And then strange things happen!

When I looked at what had been posted on the website, Rob had added two pictures of a Four-Persons-Bicycle, both related to him.



The starting position of the board.



Here is the game as it should have ended correctly.

The first photo shown below is with his father and some friends, directly after the war on route to Rome, and the second is 25 years later in 1975 when Rob himself did it all over again, on to Paris with his brother and two friends.

Had this been told to me as an anecdote I would not have believed it! But reality is sometimes more fiction than you can think of. [AGPC](#)

