

Railway Game from the Netherlands (early 20th Century)

Rules

Players start to throw with two dice, later with one. Before the actual game begins each player must have thrown all doubles (1 and 1, 2 and 2 etc.). Only then he may throw with one die for the remainder of the game. The first player to throw all doubles does not pay fines later in the game.

From square #1 everyone throws with one die. When a picture (squares #1 to #22) shows two numbers, the player pays one penny fine, and when it shows one number one gets one penny from the bank. The first to reach square #22 gets three pennies from each player, the first to reach #60 gets five pennies from each.

All players get the same number of pennies (e.g., 15) at the start of the game and put the same number (e.g., 5) in the bank. When a player cannot pay his debts, he is out of the game. The first player who reaches #70 by exact count wins the game. Points above 70 count backwards.

This card completes my series of Christmas Cards. The complete series consists of:

- 1: **Bantu** (1990)
- 2: **Solomon's Hexagrams**, by Eric Solomon (1991)
- 3: **Tang**, by Paul Velleman (1992)
- 4: **Bus Boss: Cyprus**, by David G. Watts (1993)
- 5: **Trinidad**, by Peter Jacobi (1994)
- 6: **18/12 - Reindeer Rivals**, by Hans van Halsteren (1995)
- 7: **Roastin' Chestnuts on an Open Fire**, by Alan R. Moon (1996)
- 8: **Santa Claus takes the Intercity**, by Han Heidema (1997)
- 9: **Santa Claus is Comin' to Town**, by Alan R. Moon and Han Heidema (1998)
- 10: **Spoorwegspel / Railway Game** (1999)

I hope you enjoyed getting, collecting and playing these cards as much as I enjoyed devising and making them!

Han Heidema