

AUF DER WALZ

A GAME BY JIMMY MAAS
FOR 2-4 PLAYERS




GLOSSARY



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The journeymen use a lot of terms unknown to us. Some of them have their origins in Yiddish or thieves' argot.



A few of these terms are used in *Auf der Walz* to name certain items or activities as a journeyman would. Here is a brief explanation of these terms in alphabetical order.

CHARLOTTENBURGER

(CHARLY): The *Charlottenburger* is affectionately called *Charly* by the journeymen. This name originated from a tailor of Berlin-Charlottenburg who wrapped the completed traditional journeyman dress into a cloth that was printed with scenes from craftwork and well known cities. In such a cloth the journeymen wrap their belongings in a special way. In the game, the *Charly* is a mat where the players organize their personal components.

CITIES: The craft guilds are located in the cities. They regulate the training, guide the travelling journeymen, manage the social security benefits offices and adjudicate disputes.

A journeyman should work at least six weeks but a maximum of six months in a city so that it is acknowledged as a place of work. In the game, a city tile consists of three hexagons.

CITY CERTIFICATE (STADTZETTEL): *Stadztettel* is the historical term for a voucher a journeyman receives when he has ended an employment relationship properly and behaved well while being in the city. In the game, a journeyman receives a white scantling which he may place freely on their tally stick.

DRESS (KLUFT): The traditional dress is different according to craft. Typical parts are the black hat, the Stenz, the flared pants, a white shirt, a waistcoat and the coat.

FOOTING IT (TIPPELN): *Tippeln* is the typical term to move along and is normally done by foot. In the game, the cards are the "engine of the game" and allow the journeymen to conduct their actions and movement during the three years and one day.

FREMDGESCHRIEBENER GESELLE:

A journeyman that is "auf der Walz" will also be called *Fremdgeschriebener* or *stranger*.

GOLDEN EARRING: A golden earring was the assurance for one to receive a decent funeral. If a journeyman died "auf der Walz", their comrades took the earring, sold it and paid for the funeral. If a journeyman misbehaved very badly, their earring was torn out to mark them in this way. Because of this, in German there is the term *Schlitzohr* (rascal; literally "slit ear"). In the game, the earring is a reserve. It may be exchanged for 8 Thalers in an

emergency. If it is not needed during the game it is worth 1 victory point during final scoring.

HAT: Already in the High Middle Ages the journeyman freed themselves from serfdom. To signal this, they wore the black hat that is a part of their traditional cloth (*Kluft*) to this day. In the game, the hat is used as a social security fund into which all players have to pay in a part of their wage. At the end of a game round during year-end scoring one player benefits from it.

INN: An inn is always one of the most important contact points for travelling journeymen. If they reach a new city, their first destination is an inn. After introducing themselves to the owners of the inn, they inform the local journeymen of their arrival. Other journeymen will come to the inn to welcome the new arrivals. The inns are important for the exchange of news and information. A new journeyman will be questioned about their plans, if they are looking for work or if they are just passing through. The inns are also the meeting spot for the regular journeymen meetings. These meetings are not only important as social get-togethers but also a values time for discussing organizational topics. Moreover the journeymen love to pass time by singing (*schallern*), telling stories and playing dice games. In the game, the inns are a meeting spot for travel companions who may accompany the journeymen for a while and help them with their skills.

JOURNEYMEN FRATERNITIES (GESELLENBRUDERSCHAFTEN): Journeymen formed fraternities early on. These may be seen as precursors of trade unions. They established social security benefits offices for winter money, illness, death and unemployment for their members.

"K+K" (KNÜPPELDICK UND KRUMMBÜCKELIG): These two terms are related to the scantlings which may be *knüppeldick* (being treated well) or *krummbückelig* (being treated badly) in the game. These names are used by journeymen to classify something as "good" or "bad".

LEISURE: To process the many and varied new impressions, the journeyman – according to their interests – make music, write poems, songs and produce paintings from time to time. In the game, there are spaces where the journeymen may follow their interests and get bonus points at the end of the game.

MONEY POUCH (GELDKATZE): *Geldkatze* is commonly used by the journeymen for the money pouch. In the game, it is the space on the *Charly* where the Thalers are stored.

NEWS: Some journeymen are garrulous. They love to talk, often telling stories according to hearsay – and are prone to exaggeration. This is how half-truths or rumors start and get spread without any verification of its substance. Often these talks are done over some drinks in an inn. In the game, a journeyman gets news in an inn. These may bring advantages and end in the travelling book.

SCANTLINGS (KANTHÖLZER): Being "auf der Walz" are the studies of journeymen while travelling. During this time, the journeymen get comprehensive experiences at different levels. In the game, these experiences are symbolized by small scantlings which are placed on the tally stick.

SCHENIEGELEI: This is the term for work. The verb is *scheniegehn*. Of course working is a part of being "auf der Walz"; more so for some journeymen, less for others. It is important because the journeyman learns diverse working methods in different regions and countries. Most of the time journeymen work for *Meister* and *Krauter* (foremen and small-timers). In the game, each place of employment is denoted by one of the seven *Scheniegelei* markers. Only one per city is used for scoring.

SCOUTING OUT (AUSBALDOWERN/BALDOWERN):

Ausbaldowern originates from the thieves' argot, the language of beggars and the travelling people. In the game, it means revealing a landscape tile to determine how to continue the journey. There is always some uncertainty and surprise involved.

SMALL-TIMERS AND FOREMEN (KRAUTER AND MEISTER):

Both are potential employers. Small-timers do not have a good name because they pay badly, often just offering cabbage (*Kraut*) as meal which earned them their name.



A journeyman prefers to ask a foreman for work. If a foreman does not have any work, he gives the journeyman at least some trip money or board and lodge for a night.

Regular work at a foreman is one of the most important experiences while being "auf der Walz". Here the journeyman will learn a lot about their craft and about the people, their customs and the culture of the region. When the work has been finished the foreman writes a testimony in the travelling book which is used as proof for the qualifications of the journeyman. In the game, each place where the journeyman works is denoted by a *Scheniegelei* marker; no matter if they work for a small-timer or foreman.

STENZ: The *Stenz* is a knotty, curled hiking pole. It is not only used as a walking stick but also for defense – journeyman may not carry weapons while travelling. The *Stenz* has a symbolic meaning as well. Its windings symbolize the twisted road of a *Fremdgeschriebener*. In the game, the leading player receives a *Stenz* card at the end of each year for their travelling book.

TALLY STICK (KERBHOLZ): In former times, the number of consumed drinks were scratched in a tally stick. If someone departed without paying their bill, people said: "Der hat was auf dem Kerbholz!" ("He still has something at the tally stick!") In the game, the tally stick is used for "accounting". Scantlings are placed here to mark experiences made by the journeymen.

THALER: *Thalers* are the currency in the game. Money is not too important while travelling. Possessions bind a journeyman and make them unfree. Because of this, the journeymen travel with a small amount of money. They cannot live without money completely, however, accepting some money or board and lodge for work they are doing fine. In the game, the journeymen start with some *Thalers*. *Thalers* are earned by work or – with some luck – at dice games!

TRAVEL COMPANION: Journeymen often travel in groups of two or more. This makes hiking easier, more entertaining and safer. Travel companions often become lifelong friends. They share joy and sorrow and help each other. In the game, journeymen profit from travel companions and their skills. At the end of the game a travel companion's card in the travelling book is worth a point.

TRAVELLING TIME: Normally travelling time is three years plus one day. During this time, the journeyman has to wear their dress and may not come closer than 50 kms to their home – not even for important holidays. During their travelling time a journeyman has to work in at least seven cities; one of them should be in a non-German-speaking foreign country. The one day at the end is used to march back to home. *Auf der Walz* is played over three years and one day, too. Cards regulate the duration of a "game year": 3 x 6 cards plus 1 card.



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