On the 24th of June 1974 the daily-paper “De Tijd” published an article about native-Rotterdammer Jan Boogerd, the inventor of —as he himself stated— “De grootste denkmeter ter wereld” (the ultimate think measure in the world).

In those days the Dutch Octroi office (Octrooi Bureau) was easy to get in touch with. The department was also open to the public each day, so after spending an entire day there I had copied all of the available data on games from their files, including the information on SCHADA.

The number mentioned by Boogerd concerns the application number of a request by Theodoor Nicol Maria Jansen from Schiedam, dated April 16, 1936, which was made public on September 15, 1937, for the Octrooi No.42.613 on a gameboard.

An identical Octrooi was published on February 15, 1938 with the name “FIRMA GROENTEMAN & Co. te Amsterdam.” The firm also registered it (with the same text and drawings) on April 30, 1938 as “Invooortocro” (Input Patent) in Belgium under number 426980.

At that time, Boogerd was 77 years old and he resided at: Kerstroostraat 6 Rotterdam. He noted, “This for the interested publishers, so they can find him easily for his latest invention “Vliegende Vogel” (Flying Bird), a dexterity game for children. He also mentions: “I am now seventy-seven and that is why I like the fact that a game-manufacturer has bought SCHADA. I presume it will be in the shops this autumn.”

When I started my research in the early 1980s on the history, and the inventor of the game SCHADA, I had no knowledge of the above article.

Even my initial step of searching through the telephone book of Rotterdam didn’t award me any clue as to where to find J. Boogerd. Further research into his personal life was prohibited by Dutch Privacy Laws, which allow only relatives

Jan Boogerd was born on April 10, 1897 in Goes, a small town in the province ZEELAND, and died in Rotterdam on November 2, 1985. He was married to Pieterantia van der Doee and the couple had two sons, both still living. In 1946, their address was Rocheusenstraat 179a in Rotterdam-North. The family later moved to the Kerstroostraat.

And after uncovering one more newspaper article in “Nieuwblad van het Noorden,” dated Tuesday, February 19, 1974, suddenly there was more background information available than at the time during my first attempt in the 1980s. At that time the only information to commence with was the Octrooi (Patent) of the game—an Octrooi also referred to by Boogerd in the article in “De Tijd,” with the number 77428. N.B. This is the Request number; the Octrooi number is 42.613.
The added drawing of a game board to the Octrooi (with on any field, some "marks"—"merkteekens"—displaying the number of fields and the direction of moving a playing piece) is more focused on the design of the board than on the actual rules for a game.

Design signs for the "movement" of pieces: Octrooi (real game board)

But how did SCHADA develop out of this board idea?

A fair guess is that Jansen had an idea for a board but not a specific game to play on the board. Probably "inventor" Boogerd was asked to work out the board idea into a playable game. This theory is not so unthinkable because Boogerd himself stated: "The Octrooi has expired now. But be aware that it (the game) cannot be copied. The 'authors-rights' are mine. It is not free for everyone to imitate. Before the War an 'Israeliet' (here Boogerd refers to someone with a Yiddish background) sold it for me. That was good selling."

N.B. It is obvious Boogerd is incorrect in mixing patent/Octrooi rights with Dutch Authors rights. His Authors rights were valid then because he was still alive. Thus in 1936-1937, Boogerd developed, based on the game-board idea of T. N. M. Jansen, a game he first called Jando (after his own name!), but soon afterwards chose the name SCHADA (from SCHA-ok en D4-m). In between, a known version having the name "Schakadam" was published in 1936 by "Schilte & Zonen Yvesselann." Some pictures of this version have survived and are in the photo archives of the print firm "Spaarnestad" Haarlem.

Jansen's request was also from the year 1936, so the application for the Octrooi and the development of the game must have been got underway before 1936.

The cooperation between Boogerd and the firm GROENTEJAN probably resulted in a "take-over" of the Octrooi by GROENTEJAN. The information is not clear about when all of this took place. Did GROENTEJAN—its owner Mr. Groentejans—was also chairman of "den Amsterdam Schackbond" (the Amsterdam Checkers Society)—ask Boogerd to invent a game after buying the Octrooi, or did Boogerd contact GROENTEJAN after an initial attempt with "Schilte & Zonen?"

We do not know.

The published game by "Schilte & Zonen" only conveys "Alle rechten voorbehouden" (All rights reserved). There is no indication about an author or of an Octrooi application.

Already in 1938 the Dutch press were reporting SCHADA tournaments, and in the December 13, 1937 issue of "Het Vaderland" a report was written about a DEMONSTRATIE "SCHADA" (Demonstration SCHADA) at "het Zuid" noting Mr. Groentejans was there in person.

In his HANDLEIDING (Rules) from 1939, Boogerd himself referred to game parties being played during the 'Persoonlijk Kampioenschap' (Individual Championship) of Rotterdam in 1938 and 1939.

The leaflet of the firm Perry & Co. from 1938 gives the next offer.

With a fine promotional campaign started by Groentejans and a lot of attention from chess and dam players, as well as from the press, the future of SCHADA: The World Game, looked promising. But the game nor the firm GROENTEJAN would survive World War II. >>>

Published before the war—Boogerd's HANDLEIDING: Also in the collection of the Koninklijke Bibliotheek in The Hague another publication can be found.
Before the War the product's design incorporated a wooden board with rounded or sharp corners. The playing pieces were either manufactured from metal (see the photo on page 14 in "De Tijd" with Jan Boegend) or were fashioned out of wood. In this version shown at left, the pieces were mostly stored in a small wooden box with the name of the game printed on the lid.

During the War a simplified cardboard version was published by Multicolor, out of Deventer, (with a K-number 'K144').

In the photo at left, one can see a good diagram of the 'marks for moving one's pieces' and their distribution over the fields!

Two more different designs for the board and its pieces are known, but information about the date of production or about the publisher(s) does not exist.

Different board types along with the name of their owners.
Jan Booger describes more game ‘inventions’ in other newspaper articles.

<table>
<thead>
<tr>
<th>Dambo</th>
<th>Strada</th>
<th>Roldice</th>
<th>Vliegende Vogel</th>
</tr>
</thead>
<tbody>
<tr>
<td>'Dambord Booger'— played on a board with hexagonal fields.</td>
<td>A small pocket game starting with 105 different possibilities.</td>
<td>The rolling dice.</td>
<td>(no description)</td>
</tr>
</tbody>
</table>

...and mentioned on the leaflet for the game rules of the “JANBO PUZZLE” from 1941:

**SCHADA**
World’s utmost think maneuver for two persons.

**DAMSPEL 56**
Probably the same game as ‘Dambo’?

**SPARO - LEG - ENVERDUISTERINGSPUZZLE**
with a design by J. Booger, inventor.

From these 1941 ‘inventions’ only the DAMSPEL 56 is missing from my collection now housed at the Vlaams Spellen Archief in Brugge. No trace of this game, outside the image on the pictures in the papers, has been found.

But there is still another game Booger refers to in 1974. No doubt this concerns the game of “Corner”—looking at the statement in the folder of Homas recommending the game as:

“A rare exciting mindgame for 2 persons. Can be compared with checkers or chess.”

That looks quite familiar! Besides, in the “Nieuwsblad van het Noorden” Booger himself says he has reworked his game into a soccer game, with pieces valued by their position on the board. Also the ‘marks’ on the board are quite similar.

This ends the story about SCHADA, The World Game, and its “Inventor” Jan Booger.

At last some explication about the game- and playing-principle of SCHADA.

The game has nothing to do with either Checkers nor Chess. In fact it is a Halma variant with the possibility to capture opponents pieces. The goal is to bring your higher pieces to the opposite side of the board and the real feature of the game is of course the unusual way the pieces move. Although not the “World Game” that Booger had imagined, for 2 players it still is an interesting strategic game to play.

More information about the game is available (in Dutch) at:
http://www.hongo.nl/index.aspx?z=schada&l=nl&k=v1

Game rules from the Multicolor version (in Dutch)