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 measurer in the world).

New research in 2015 uncovered more information about J. Boogerd, because his name and data were put into the online genealogy registration.

At that time, Boogerd was 77 years old and he resided at: Kerstroosstraat 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.

Jan Boogerd was born on April 10, 1897 in Gocs, a small town in the province ZEELAND, and died in Rotterdam on November 2, 1985. He was married to Piernella van der Doe and the couple had two sons, both still living. In 1940, their address was: Rochussenstraat 179a in Rotterdam-West. The family later moved to the Kerstroosstraat.

And after uncovering one more newspaper article in “Nieuwsblad 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 “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 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 ‘Israëliet’ (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 Patsch/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 Janbo (after his own name!), but soon afterwards chose the name SCHADA (from SCHA-ak en DA-im).

In between, a known version having the name “Schaakdamer” was published in 1936 by “Schillie & Zonen Tisselstein.” Some pictures of this version have survived and are in the photo archives of the print firm “Spaarneest” Haarlem.

The cooperation between Boogerd and the firm GROENTEAMAN probably resulted in a ‘take-over’ of the Octrooi by GROENTEAMAN. The information is not clear about when all of this took place. Did GROENTEAMAN—its owner Mr. Groenteman was also chairman of “den Amsterdamser Dambond” (the Amsterdam Checkers Society)—ask Boogerd to invent a game after buying the Octrooi, or did Boogerd contact GROENTEAMAN after an initial attempt with “Schillie & Zonen?” We do not know.

The published game by “Schillie & 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 was 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. Groenteman 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.

With a fine promotional campaign started by Groenteman, 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 GROENTEAMAN would survive World War II. >>

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.
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 Boogerd) 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 ‘K744’).

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 Boogerd describes more game 'inventions' in other newspaper articles.

**Dambo**
‘Dambord Boogerd’—played on a board with hexagonal fields.

**Strada**
A small pocket game starting with 105 different possibilities.

**Roldice**
The rolling dice.

**Vliegende Vogel**
(no description)

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

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

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

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

From these 1941 ‘inventions’ only the **DAMSPBEL 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 Boogerd 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” Boogerd 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 Boogerd.

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 Boogerd had imagined, for 2 players it still is an interesting strategic game to play.

More information about the game is available (in Dutch) at:

**Nieuwe leidsche Courant—April 17, 1974**
Jan Boogerd behind his own invented and manufactured Schada-game.

N.B. Both statements are not, or at most partly, true. The original Octoci was NOT Boogerd’s. The game in the picture is by GROENTENMAN and a.o.. It was marketed in 1938 and sold in the shops of Perry & Co.