Dutch Variants of **SCRABBLE**  
*Text & photos by Fred Horn*

*A few interesting games based on the same principles*

In the previous issue of the AGPI Quarterly Vol. 5 No. 1, on page 19, Mark Anderson presented some known and not so well-known information about SCRABBLE. In Holland, there were also some interesting variants of this popular game published in the 1950s.

The first game, by Jumbo is titled **BOARDSCRIPT**

Instruction manual, letter tiles and racks

Script is not a slavish imitation of scrabble

Script is geen slaafse navolging van scrabble

AMSTERDAM (ANP) — De president van de rechtsbank heeft de eis van het Amerikaanse publiek gedekt met een Amerikaanse N.V. gehad ingediend tegen een Amerikaanse N.V. omdat Boardscript een "slaafse navolging" van SCRABBLE is.

De president heeft deze eis afgekeurd, omdat hij van mening is dat het geen slaafse navolging is. Deze overweging is gebaseerd op een tekst in de rechtspraak, waarin wordt gesteld dat het gehele werk ook deels overeenkomt met het werk van de Amerikaanse N.V. Deze tekst is niet van argawi in het oordeel van de rechtsbank.

A lawsuit took place about infringement with SCRABBLE, but the Dutch judge saw enough difference to declare that not valid so Jumbo's BOARDSCRIPT remained on the market.

Jumbo also manufactured a device (below) for rotating the board. This item is very rare because of the way it had to be made, different from the one with wheels used for the SCRABBLE board.

Noord-Bevelands Nieuws- en advertentieblad, 29/10/1955; p. 5/6

This item is from my collection, now in the Spellenlab (former Vlaams Spellenarchief) in Brugge, Belgium.

Two dates are used for the registration: 1953 and 1955
The second one is by Homas named Wozo.

Game board, letter tiles, and rule book

This game was published in 1955 and below there is an advertisement that gives the date. (October 29, 1955)

Maakt uw avonden gezellig!
Makes your evenings enjoyable!

Lower left of ad: A genius game that conquers the Netherlands... From day to day the number of enthusiastic players of this wondrous game grows: Wozo

Our Dutch „Cross” looks a lot like „Scrabble”

In 1954 when Scrabble entered the Dutch market a journalist of the daily paper “Dagblad van Amersfoort” wrote an article in which he related this fact to an already published similar game from Holland. >>

Dagblad voor Amersfoort, 11/12/1954; p. 6/14

The third one is published by Denksport and is named CROSS.

Here is the design of the board in two versions: First, the 1950 version followed by the 1952 issue.
Another variant, titled CROSSWORDS, was published in 2015 by the "REGIO BANK" part of the Dutch bank ING. The game was used for a promotion.

The design of the board, playing tiles, black pouch (for the letters), and 4 rack holders for the letter tiles.

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**MON-STROUS-OPOLY!**

Member Ryan Brown alerted us to an unusual game find his wife discovered online.

Seems a couple recently planned to renovate their home and found something quite unique under their old living room carpet. A huge MONOPOLY board had been painted on their floor! Apparently from what I read, it was somewhat a common practice back in the day, almost a selling point.

So my question... I wonder if they used actual irons, wheelbarrows, a top hat, maybe their pet dog, and/or a cannon as playing pieces?

— *Editor*
Presumably around 1975, out of the small town of Ridderkerk, the Dutch firm, Uitgeverij "Sari" B.V., launched a board game "clone" of the acclaimed SCRABBLE word game aimed for the Dutch and Belgium markets. A statement in Dutch, as well as in French, stated on the lid:

"Cosy Crossword Game for Young and Old"

Rule book and available letter tiles. The 5 RARA tiles can be a substitute for any letter.

The game rules of RARA were also modified in such a way as to not conflict with the publisher of the original game.

In the variant, players start on the outer black squares marked with an arrow. Letter tiles are not permitted to be played on any black squares. Each letter counts for 1 point and the squares with numbers (10, 20) reward the player a "bonus" to the total value of a word.

Because RARA was not a particularly good variant, it did not sell well in the marketplace and was fairly short-lived.

The game was later used more for promotional activities as the advertisement at left shows.

Leidse Courant, October 6, 1979

Rara box cover and game board

The name of the publisher and the number for the game:
11 589 000 30