My research on Dutch games is never-ending and uncovering new information always gives one that "WOW" moment. So after I had submitted my article on "Het Beurspel" (See AGPI Quarterly Vol. 2 No. 2, Summer 2018, pgs 16-21) it came as a huge surprise to get, within a week, additional information about the publishing firm Jac. Schoonderbeek from The Hague. Material on the company was included in the previous article.

Miss Jeannette Kok submitted a number of photographs to the HONGS website showing articles from ‘Nefeka,’ the Dutch “Vakblad voor den Kantoorboekhandel” (Trade magazine for the office supply store). Amazing content presenting a lot of new insight into Dutch game publishing during the WWII-years (1940-1944).

In the December 1, 1941 issue one could read:

Who delivers . . . ?
Gnomegame — Publ. Comp.
Jac. Schoonderbeek, The Hague

Once a part of my collection, the game Het Kabouterspel is now in the ‘Vlaams Spellenarchief in Brugge’ (Flemish Games archive in Bruges, Belgium). The board and box gave no indication which would have been the publisher.

Because of the use of a “K” number we can identify the printer: Senefelder in Amsterdam, and the date, because these numbers were introduced in July 1941. This is in accordance with an "ad" found in the December 19, 1941 issue of ‘De Bel.’

Wink . . . do you know him?
He is one of the six gnomes in the Gnome game
In Holland, Kabouters are fairy-tale figures and are always represented by nice little men, typically adorned with a 'long beard' and a 'pointed hat.'

And there is still a good mystery surrounding this game. One day I found a complete paper (a large printed leaf—probably a printer's proof) hidden inside the game box I had purchased. It showed the KABOUTERSPEL but also a translated version in German. The name Heinzelmännchen-Spiel (Brownie Game) appeared on the paper for both the board and for the image on the box.

I contacted Rudolf Rühle from the German games society ESG to get more information. He was very surprised about my question. Although he had this game in his collection, he had no idea where it had come from so he was excited to learn more about its origin.

So during the War years the firm Jac. Schoonderbeek must have exported the game to Germany!

Addendum

Just one other example from Jac. Schoonderbeek, but this time released after WWII.

On December 30, 2017, I received in the mail from a certain Luc Schuitingh his question about a "puzzle-game" or a "childrens plaything" published by U.S.N. (Uitgeverij Schoonderbeek Nederland).

The "puzzle-game," designed by W. Hahn features puzzle pieces that can also be used to set up a small farm.

For that time, it was not cheap: Its cost: 4.40 Guilders! 

Charming farm puzzle-game set