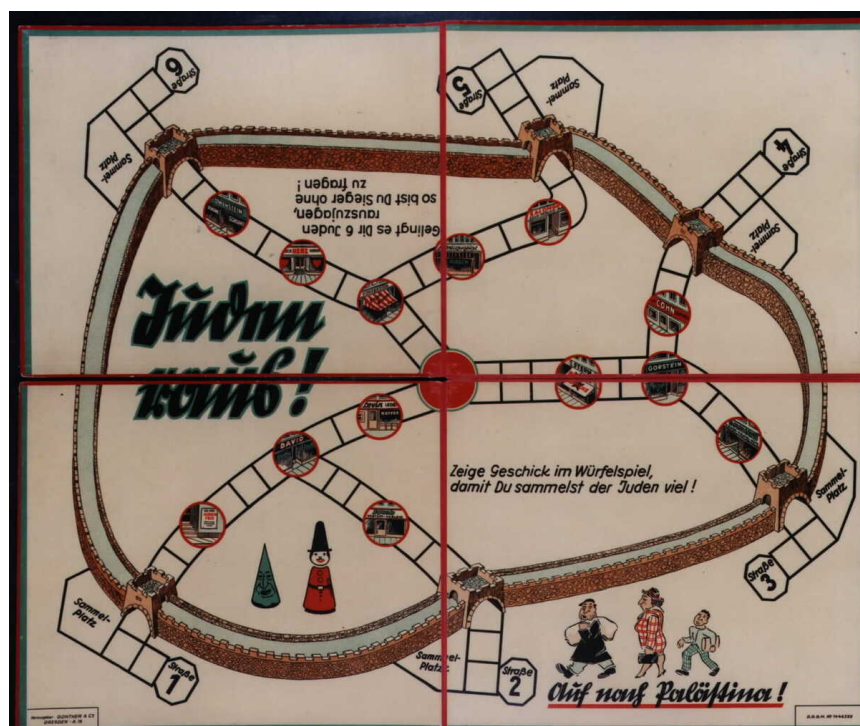


## “Jews Out!” Board Game (1938)

### Abstract

A variety of cultural artifacts from the Nazi era contain overtly antisemitic themes, though not all derived from official channels. “Judens Raus” was a children’s board game produced by a private firm, Günther & Company, in 1938 and distributed by the firm of Rudolf Fabricius at Bad Neusalza-Spremberg. The game’s visual features relied on antisemitic stereotypes and caricatures to depict Jews. The family of three Jews portrayed in the lower right corner includes a heavy set, well-dressed woman, suggesting wealth and gluttonous behavior, while her husband is a stocky, inelegant man, and all three family members have large noses. The grey cone shaped piece at the right—a token used to “collect” Jews from around town for expulsion—also shows a contorted face and large nose. The winner of the game was the one whose Jews “scurried off” to Palestine.

### Source



JEWES OUT!

D.R.G.M. 1446399

The contemporary and extremely fun party game for adults and children

2-6 people can participate in this exceptionally cheerful and contemporary parlor game. The game includes 1 dice, 6 tokens and 36 hats. Each player receives one token, which are numbered 1-6.

The following rules apply to the game:

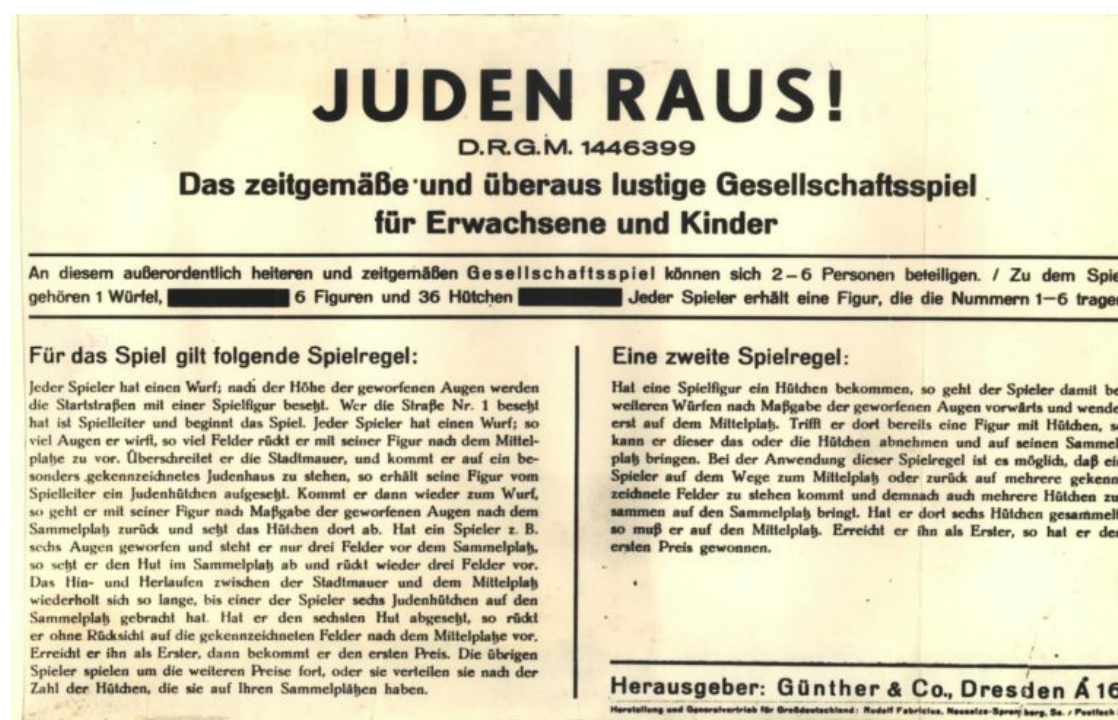
Each player has one roll of the dice, and the starting streets are occupied by a token according to the numbers each player rolled. Whoever occupies street No. 1 is the game leader and starts the game. Each

player has one roll; he advances with his piece towards the center square according to the number he rolls. If he crosses the city wall and he comes to stand on a specially marked Jewish house, his token receives a Jewish cap from the game leader. If he then rolls again, he returns with his token to the assembly point according to the number rolled and places the little hat there. For example, if a player has thrown a six and is only three squares from the collection point, he places the hat in the collection point and moves forward again three squares. The back and forth between the city wall and the center square is repeated until one of the players has placed six Jew hats in the collection square. Once the sixth hat has been placed, the player advances to the center square regardless of the marked squares. If he reaches it first, he gets the first prize. The remaining players continue to play for the other prizes, or they distribute them according to the number of hats they have on their collection squares.

A second rule of the game:

If a token has received a hat, the player moves forward with it on further rolls according to the number rolled and does not turn until he reaches the center square. If he already meets a token with a cap there, he can take the cap(s) from it and bring them to his collecting place. In applying this rule, it is possible for a player to come across several marked squares on the way to the center square or back, and thus to bring several caps together to the collection square. If he has collected six hats there, he must go to the center square. If he reaches it first, he has won the first prize.

Publisher: Günther & Co., Dresden A16



Source: Board game, 1938. Publisher: Günther & Co., Dresden. Image courtesy of the Leo Baeck Institute.

Recommended Citation: "Jews Out!" Board Game (1938), published in: German History in Documents and Images,

<https://germanhistorydocs.org/en/nazi-germany-1933-1945/ghdi:image-5183> [April 28, 2024].