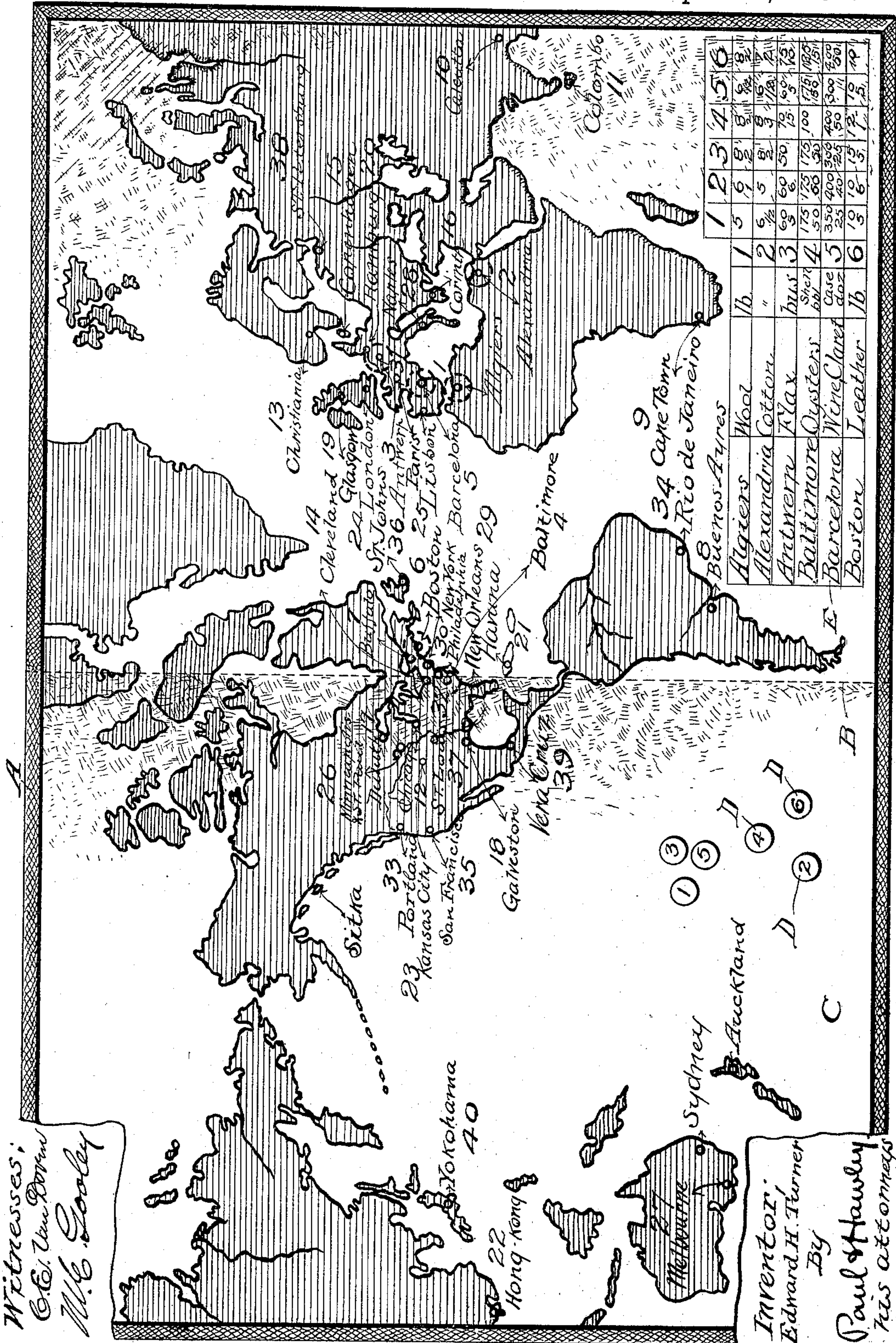


(No Model.)

E. H. TURNER.
GAME APPARATUS.

No. 590,078.

Patented Sept. 14, 1897.



UNITED STATES PATENT OFFICE.

EDWARD H. TURNER, OF MINNEAPOLIS, MINNESOTA, ASSIGNOR TO NEAL FARNHAM, WILLIAM E. NEILER, AND LOUISE E. TURNER, OF SAME PLACE.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 590,078, dated September 14, 1897.

Application filed December 21, 1896. Serial No. 616,433. (No model.)

To all whom it may concern:

Be it known that I, EDWARD H. TURNER, of the city of Minneapolis, county of Hennepin, State of Minnesota, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to improvements in games designed to be played by a number of persons; and the objects I have in view are to provide a game the playing of which will create great interest on the part of the players and will also serve as a means of instructing the players as to the products of different countries and the cost of transporting such products from one place to another.

To these ends the invention consists generally in the construction and combinations hereinafter described, and particularly pointed out in the claim.

In the drawings, A A designate a suitable game-board constructed of any desirable material and preferably arranged to fold together upon the dotted line B. This board has upon its surface a map, (designated herein by C.) This map may, as here shown, represent the entire surface of the earth or it may represent any desired portion thereof. I prefer to arrange the map as shown, in which the part representing the American continent is arranged at substantially the central portion of the board. Upon this map any desired number of cities, towns, States, or countries are marked. As here shown, the names of the principal cities of the world are marked upon the map. Each city or other place marked upon the map is also given a designating number or character—as, for example, Baltimore is given the number “4,” Boston “6,” and so on. I also provide a series of counters D, which may be in the form of small disks, or, if preferred, pegs or pins might be used. These counters are marked by numerals, as shown, or instead suitable characters might be employed or the counters might be differently colored for the purpose of distinguishing one from another. One of these counters will belong to each player throughout the game and the number or character on the counter will designate the number of the player and the order in which he will take part in the game. I also employ a suitable schedule or

tariff-sheet E. This tariff-sheet may be mounted upon the game-board or it may be made separate therefrom and a number of tariff-sheets may be provided in connection with each board. This tariff-sheet consists, first, of the name of the town, followed by the name of a principal commercial article of such town, the unit of quantity in which such article is dealt in, and a number corresponding to the number of the town on the map. A similar series of numbers is placed across the top of the column of the succeeding spaces. The succeeding spaces are then marked with the two sets of figures, one indicating the price of the commodity opposite the name of the article at the town whose number is placed at the top of the column. The second number gives the cost of transportation from the town or country opposite which it is placed to the town or country represented on the map by the place having the number at the top of the column. For example, on the portion of the schedule shown opposite the name “Boston” in the first column appears the word “Leather,” and in the second column “lb.,” which designates the unit or quantity by which this commodity is bought or sold. In the next column is the figure “6,” which designates the number of this city upon the map. In the succeeding spaces two numbers are placed, the upper one designating the marked price of the article in each of the places whose number on the map corresponds to the number at the top of the column. The lower number in each space designates the freight rate or cost of transportation from Boston to the place whose number on the map corresponds to the number at the top of the column.

In playing the game one person will act as banker or director and will alone have access to the schedule or tariff-sheet. Each of the other persons will be given one of the counters D. He may also be given slips or checks to designate amounts of money or units of value. The person having counter No. 1 will then place such counter upon the number of any town, city, or country designated upon the map and will ask the banker or director what commodity he can purchase in that market and what the price thereof will

be. The banker or director will give him this information from the schedule. The player will then state the amount that he will purchase of this product at the price named.
5 This will be charged to his account or he will give to the director a check for the amount of the purchase. He will then move his counter to any other place that he may choose on the map and will state that he will sell all
10 or a part of his previous purchase at such place. The director will then by reference to the schedule determine the cost of transportation of the quantity of the product purchased from the place of purchase to the place
15 of sale. This will be added to the purchase price of the article. The selling price of the article at the place of sale will then be determined by reference to the schedule, and the difference, if any, between such selling
20 price and the purchase price, less the cost of transportation, will show a profit or loss to the player, for which settlement, either then or at the end of the game, will be had between the banker or director and the player. Each
25 player will in turn by means of his counter and in the manner designated make a purchase at one place and sale at another, and this may be continued as long as desired.

30 By using the names of the actual products of the different places and the actual market

price at each place and the actual cost of transportation between such places the game may be used as a commercial and geographical educator, by means of which the players will familiarize themselves with the leading 35 products of different parts of the world, the market prices of such products in various places, and the cost of transportation from one place to another.

I claim as my invention— 40

The herein-described game device, comprising a board having thereon a suitable map, with the names of towns or places, and designating numbers or characters for such towns or places, marked thereon, movable counters 45 provided with designating numbers or characters, and a schedule or tariff-sheet having marked thereon the name of the product of each of said towns or places, the market price thereof at each town or place, the cost of 50 transportation from the originating town or place to each of the other towns or places, and the designating-numbers of such towns or places.

In testimony whereof I have hereunto set 55 my hand this 8th day of December, A. D. 1896.

EDWARD H. TURNER.

In presence of—

A. C. PAUL,

M. E. GOOLEY.