

Article for 'Abstract Games' and/or 'AGPI-Quarterly'

TURNO

A Tile-game from Holland(?) published in 1924 with a mathematical touch!



Introduction

In the Collection of Eric van Waarden which was, after his passing, donated to the Spellenlab in Brugge, Belgium we found this rare and otherwise unknown game. Nothing is known about it, no author, no publisher, or another country where it did originate! Some 'misspelled' words in the rules-sheet suggest a translation from german. Only one add was found by Rob van Linden which dates the game:

Nieuwsblad (voor Gorinchem en omstreken), 21/11/1924; p. 1/8

Vrij entree! **WILLEM VAN OORDT,** Vrij entree!
HOOGSTRAAT A 5 en B 648 — — GORINCHEM.

OPENING DER SINT NICOLAAS-ETALAGE
met een pracht-collectie

SINT NICOLAAS-CADEAUX,

als: Schemerlampen en -Kappen, Thee-, Ontbijt- en Tafelervazen, Eiken Meubelen, Werkzakken, Boekenkastjes, Fruitschalen (kunstfruit), Damestassen, Lederwaren, Nikkelwaren (Theelichtjes en Theepotten), Koperwerk, Bordrekkers, Rekes voor klein koperwerk, Kranthangere, Beelden, Vogelkooien en -Standaards, Eten's voor Lepels, Vorken, Messen enz., Rookstellen, Inktstellen, Portretalbums, Naaidozen en verder alle soorten Luxe- en Huishoudelijke Artikelen.

Reclame-Theekast voor f 17,50. Onovertefbaar!
Theekasten vanaf f 13,—. Werkzakken vanaf f 2,90.

Enorme sortering Kinderspeelgoed: Poppen (pruiken), Poppenwagens, Wiegen, Ledikantjes, Poppenstoelen, Tooverlantaarns, Stoommachines, Sporen op Rails, Auto's, Paarden, Wagens, Blokdoozen, Bouwdoozen, Vliegende Hollanders, Trekwagens, Pakhuizen enz. enz.

Nieuw! **Kinder-Auto, origineel Ford-model** Nieuw!
Voor de Winteravonden: **Dam-, Schaak-, Trik-Trak-, Kwartet- (75 ct.), Turno, Voetbalspel** en verder alle soorten Gezelschapspelen.

Zie étalages! — Meccano. Anker-Steenhouddoozen. Zie étalages!

and another one that mentions 3 different prices, surely for different versions:



Which version is now in the Spellenlab cannot be given because no price-indication could be found on the box.

The Tiles



The game does have 36 wooden tiles (rectangles) with 'dots' on both sides.

There are SIX series of SIX tiles:

6 with one dot at one side and on the other side dots from 1 up to 6.

6 with two dots at one side „ „ „ „ „ „

I

I etc. to:

6 with six dots at one side and on the other side dots from 1 up to 6.

(N.B. In the picture above the tiles in the column which from above starts with 3 dots are not correctly layed down!)

Also included in the box are a larger hexagonal tile with at one side ONE dot and at the other side SIX dots; 6 pawns in 6 colors; and a 'normal' 6-sided-die:



The Games

In the rules-sheet 4 different games are described that can be played with the given material:

I. Spel (TURNO-LOOP) (TURNO-WALK)



II . Spel (TURNO-LOTERIJ) (TURNO-LOTTERY)



III . Spel (TURNO DOMINO) (TURNO DOMINOES)



IV . Spel (TURNO-DAMSPTEL) (TURNO-CHECKERS)



Although the material supplied for the games is well suited for some abstract/strategic games, the above offered games are, all but one, more based on luck, using the random mechanism of a die.

I . is a game where the players walk along a 'layed-out' track (see picture) using the die for the number of tiles to walk over. An even or an odd number means going forward or going backwards. The first one reaching the middle starting tile, after traveling the whole track, wins.

II . uses also a fixed 'layed-out' track. Each player now has a 6-tile row to the middle. When his throw gives the number of his first tile this one is taken away. The first player who reaches the middle hexagonal tile, wins.

III . is played in a dominoes-way. The die is not used. In a turn 2 tiles with the same number must be placed opposite to each-other, starting with the ones with 1 dot. Then the 2 rows must be completed with tiles from 2 to 6 dots before starting another 2 rows. The first player who has no more tiles in his hand, wins.

IV . is more Halma-like than a Checkers game. A 6 x 6-Board is 'layed-out' with the rectangle tiles not using the hexagonal one. Players start, after a throw, with their pawn at one side (on a tile with the number of the throw) of the board and must travel, moving from the tile with their pawn to an orthogonal adjacent tile, to the other side and then

return to their starting tile. The throw of the die can be broken up but the sum of the walked over tiles must be the number of the throw.
The first player who reaches his starting tile, wins.



TURNO The new Universal-Familygame for young and old playable in 4 ways!

Comments

=A=

The name TURNO does come from a little village in Slovenia where today about 100 inhabitants do live.

It can be possible that the game originated in Tsjecho-Slovakia before WWII, because at the time there was a large games-industry in that country and rules where, for export-games, at most offered in 4 languages: German, English, French, Dutch.

=B=

It is a pity that the possibilities for more abstract/strategic games using the 36 rectangle tiles have not been used.

This set is, as far as I know, never published elsewhere or has been used for (an)other game(s), although it is very interesting for mathematicians!

Maybe this publication will inspire authors to use it for a strategic game.

=C=

It is easy to manufacture the material yourself. Tiles and cards are interchangeable, so making a 'card-deck' is much easier than sowing wooden tiles.

Think about adding the 'blank' (like in dominoes) and you get a deck of 49 cards.

Also making 2 decks in different colors (total of 72 cards) will give other options for games.

=D=

As an "extra" a strategic game, invented by me, is added for your convenience!

© Fred Horn 8 February 2023

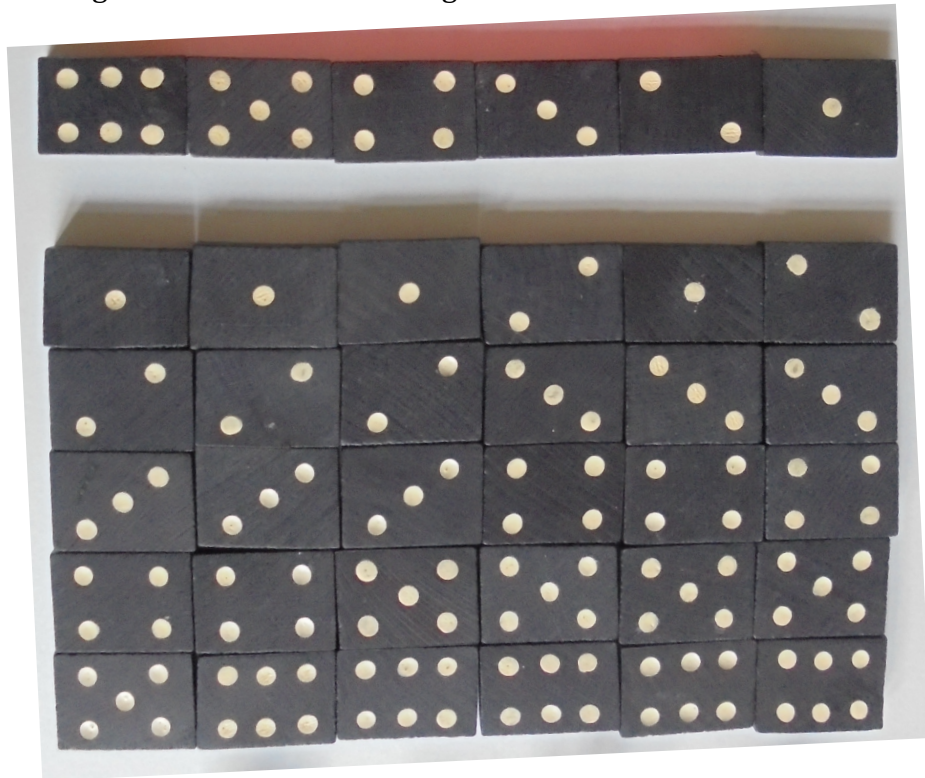
Here is the link to the game as documented on the website of the Spellenlab:
<https://www.spellenlab.be/speldatabase/47109>

TURNOOI

A 2-Player game by Fred Horn played with the tiles of
the game TURNO © Fred Horn 010-02-2023

Material

= Use the 36 rectangle 2-sided-tiles from the game TURNO:



There are SIX series of SIX tiles:

6 with one dot at one side and on the other side dots from 1 up to 6.

6 with two dots at one side „ „ „ „ „ „

I

I etc. to:

6 with six dots at one side and on the other side dots from 1 up to 6.

Set up

= Shuffle the tiles also by letting them 'fall down', or put them all in a bag.

= On an imaginary 'board' of 6 x 8 rectangles (same size as a tile) lay down the 36 tiles randomly, in 3 rows of 6 tiles on both sides (total of 18 tiles a side), with 2 rows in the middle left empty ("TURNOOI-area").

= Each player controls the tiles on one side.

= The player with most tiles with 6 dots visible starts.

Rules

- = Turns alternate
- = In his turn a player can move ONE of his tiles orthogonally to an empty rectangle, only one place and only forward. When a tile is in the player's "TURNNOOI-area" it can now only move one place sideways to an empty rectangle.
- = It is not allowed to move an own tile over the middle-line to the opponent's part of the board
- = The 2 rows (started empty) with the middle-line in between are the "TURNNOOI-area", the place where capturing is possible.
- = When a player moves his tile on to the middle-line or sideways on his "TURNNOOI-area"-row and at the same time do touch with a side (not an edge) an opponent's tile a battle starts. Both players count the sum of the dots on both sides of their own tile. The player with the highest sum wins and captures the opponent's tile removing it from the board and adding it to his stock of captures. The winner's tile stays in place. Only when this is the highest tile at that moment, starting with the 6and6-tile, the winner takes with the captured tile also this one from the board and add it to his stock. The next highest tiles are the 6and5 tiles (sum 11) and when they are in the player's stocks, the tiles with the sum 10 are the next highest and so on and on.
- = If the sum is equal both tiles are removed from the board, but these are put aside and do not have any value anymore.
- = When all, but one, tiles are or captured or removed from the board, game ends.
N.B. *Only when the last battle gives an equal sum, the board is left empty!*

- = Players do, after ending the game, count the dots on both sides of all their captured and highest tiles in their stock, count them up and the player with the highest score wins the game.

Variant

It is also possible to use an imaginary 9 x 6 board.
The 18 tiles for each player are now placed in two rows of nine tiles with the "TURNNOOI-area" of 2 x 9 in between.
The move- and capture-rules are the same as for the 'normal' game.

=====
Table of the highest value Can be used by putting a pawn on the then highest number

		12	6 and 6
		11	6 and 5 / 5 and 6
		10	5 and 5 / 6 and 4 / 4 and 6
		9	6 and 3 / 5 and 4 / 4 and 5 / 3 and 6
		8	4 and 4 / 6 and 2 / 5 and 3 / 3 and 5 / 2 and 6
7			6 and 1 / 5 and 2 / 4 and 3 / 3 and 4 / 2 and 5 / 1 and 6
		6	3 and 3 / 5 and 1 / 4 and 2 / 2 and 4 / 1 and 5
		5	4 and 1 / 3 and 2 / 2 and 3 / 1 and 4
		4	2 and 2 / 3 and 1 / 1 and 3
		3	2 and 1 / 1 and 2
		2	1 and 1

N.B. The first number is the visible one.