V. S. DURBIN.

GAME APPARATUS.

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Fig. 1

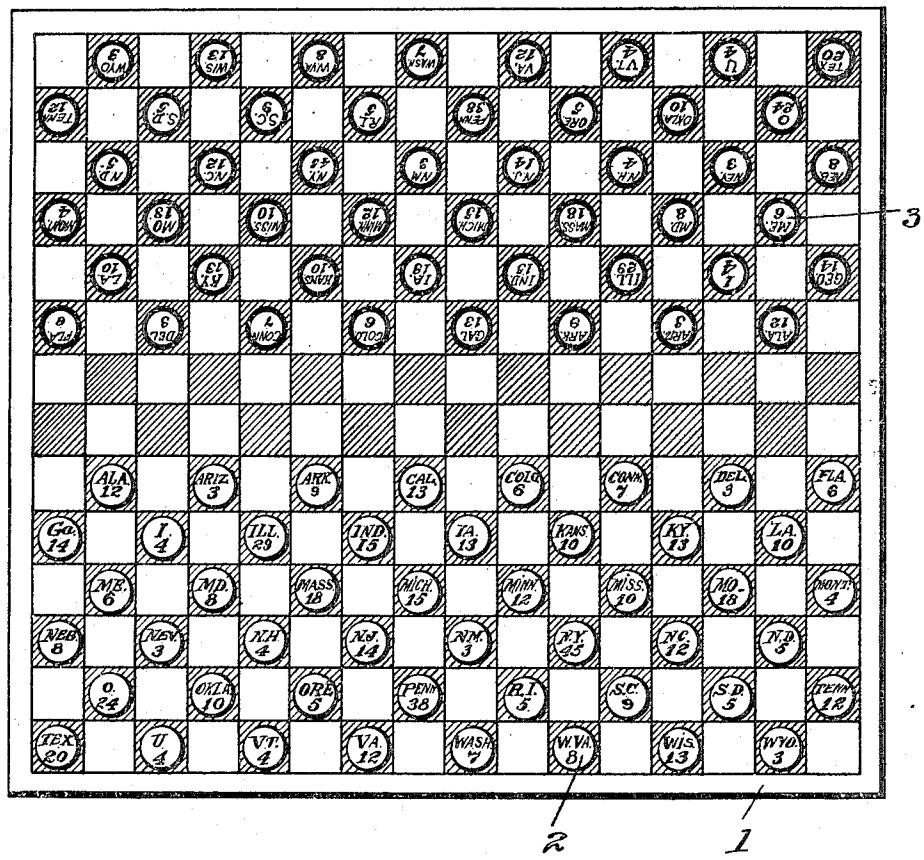
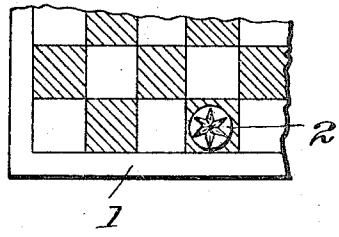


Fig. 2.



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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, VOTAW S. DURBIN, a citizen of the United States, residing in the city of St. Louis and State of Missouri, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to a game apparatus by means of which an instructive and amusing game may be played. The general object is to produce a game apparatus in which the pieces have different values and are in two distinctive duplicate sets which may be set upon a game board, each set being played by one of the opponents. In this way many situations may arise in which a number of pieces of lower value may be sacrificed in order to score with one of the pieces having a relatively higher value.

One of my objects is to familiarize the mind of the players with the electoral votes corresponding to the different States; and in order to give an added interest to the game I prefer that the pieces shall correspond to the different States and have a value corresponding to their electoral votes.

While the game may be played in many different ways, in the following specification I have described it as a modification of the game of checkers, but this is done merely by way of example.

Further objects of the invention will hereinafter appear.

In the drawing, which illustrates the preferred embodiment of my game apparatus,—

Figure 1 is a plan of a game board upon which the movable pieces are set ready to begin play; and

Fig. 2 is a plan showing a corner of the board, and indicating a feature of the game.

The game apparatus preferably includes a game board 1, the surface of which is provided with means for indicating the direction of movement to be taken by the movable pieces. In the present instance the game board is very similar to an ordinary checker board, that is to say, it has a checkered surface composed of squares arranged in transverse rows, but each row contains sixteen squares instead of eight. In this way there are available eight alternate squares in each row, and consequently forty-eight pieces representing the forty-eight States of the Union may be set in six rows at the front and back end of the board. The movable pieces 2 and 3 are preferably in the form of small circular blocks which are in two duplicate sets which are distinctive. That is to say, each set is preferably of a different color from the other set. Each set represents a political party, and if desired may have means for indicating to which party the set corresponds. For the sake of illustration in Fig. 1 I have represented one of the sets with a heavy black band or ring at the periphery of each piece. Each piece corresponds to one of the States of the Union, and has means upon it for indicating to which State it corresponds. Each piece also bears a number indicating the electoral vote of that State.

The game may be played with this apparatus in any manner desired. However, I prefer that the game be played in accordance with the general rules of the game of checkers, including the rule of checkers which requires that if an opportunity to "jump" a piece is offered, the player who refuses to take the exposed piece may be required to forfeit the piece which had the opportunity to take, if the situation has been observed by the opponent player. In removing such pieces the player who has forfeited the piece loses by the value of the piece. That is to say, the opponent player scores to his own credit the value of the piece. If a piece representing a certain State is "jumped" and taken by one of the players, the player taking the piece scores its value to his credit. A player who has taken such piece leaves his own corresponding piece on the board and continues to advance it whenever he chooses. If the said piece is finally advanced to the king row the piece is then turned over and has the moves of a king in checkers. That is to say, it can move in any direction. Fig. 2 shows one of these pieces on the king row which has been turned over to indicate that it has the moves of a king. When a piece has been advanced to the opponent's king row in this way the piece is then considered an "elected governor" and then "campaigns" to assist the other pieces. That is to say, it moves about the board like a king in checkers and takes as many of the opponent's pieces as possible. In case one of the players advances one of his pieces to the opponent's king row, and the opponent's corresponding piece is still on the board, then the opponent must remove his piece. For example, if the piece representing Missouri of the white set arrives at

the blacks' back row, then the Missouri piece of the blacks must be removed from the board wherever it happens to be, and the score of the player having the white piece is increased by a number of points equal to the electoral vote of the State of Missouri. The white Missouri piece is then reversed on the board at the back row and is considered an "elected governor" with the moves of a king.

The game may be played to a finish, if desired, that is, until all the pieces of one of the players have been taken by the other player; but in playing the game it is evident that a continuous scoring takes place and the players may stop at any time desired and consider that the game has gone as indicated by the relative total scores of the two players.

The object of the game, of course, is to score as many points as possible over the opposing player. In setting the pieces on the board I do not require the pieces to be arranged in any particular order. That is to say, there is no particular arrangement necessary, and the piece corresponding to any State may be placed wherever desired by the player to whom it belongs. Of course the player will readily see that it is to his advantage to place the States having the highest electoral votes on squares where they will have the greatest possible protection from the pieces of lower value.

For convenience in scoring I shall provide with the game apparatus, a great number of printed slips having the names of the States written in order in a vertical line thereupon. On each side of this central column there will be a printed column in which will appear opposite each State, a number corresponding to its electoral vote. One column of numbers may be assigned to the "white" player and the other to "black." Then when any player scores the value of a certain State the electoral vote of that State will be canceled in the opponent's column. In this way the players can keep the score very conveniently.

It is understood that the embodiment of the invention described herein is only one of the many embodiments my invention may take, and I do not wish to be limited in the practice of my invention, nor in my claims, to the particular embodiment set forth.

I claim:

1. A game apparatus comprising a game board having means thereupon for indicating the direction of movement for pieces, in combination with a plurality of movable pieces having different values indicated thereupon, respectively, and adapted to be moved about upon the game board.

2. A game apparatus comprising a game board having means thereupon for indicating the direction of movement for pieces, in combination with a plurality of movable pieces corresponding to States of the Union, each piece bearing a number indicating the electoral vote of the State to which that piece corresponds.

3. A game apparatus comprising a game board having means thereupon for indicating the direction of movement for pieces, in combination with a plurality of movable pieces corresponding to States of the Union and comprising two distinctive duplicate sets, each piece bearing a number indicating the electoral vote of the State to which that piece corresponds.

4. A game apparatus comprising a checkered board in combination with a plurality of movable pieces corresponding to States of the Union and comprising two distinctive duplicate sets, each piece having means thereupon indicating that it corresponds to a certain State and also bearing a number indicating the electoral vote of that State.

5. A game apparatus comprising a checkered board with squares thereupon disposed in transverse rows, in combination with a plurality of movable pieces corresponding to States of the Union and comprising two distinctive duplicate sets corresponding to two political parties, each piece having means thereupon for indicating that it corresponds to a certain State and bearing a number indicating the electoral vote of that State.

In testimony whereof, I have hereunto set my hand.

VOTAW S. DURBIN.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."