Feb. 28, 1928. 1,660,505

W. P. HACKER

GAME

Filed Feb. 21, 1927

Fig. 1.

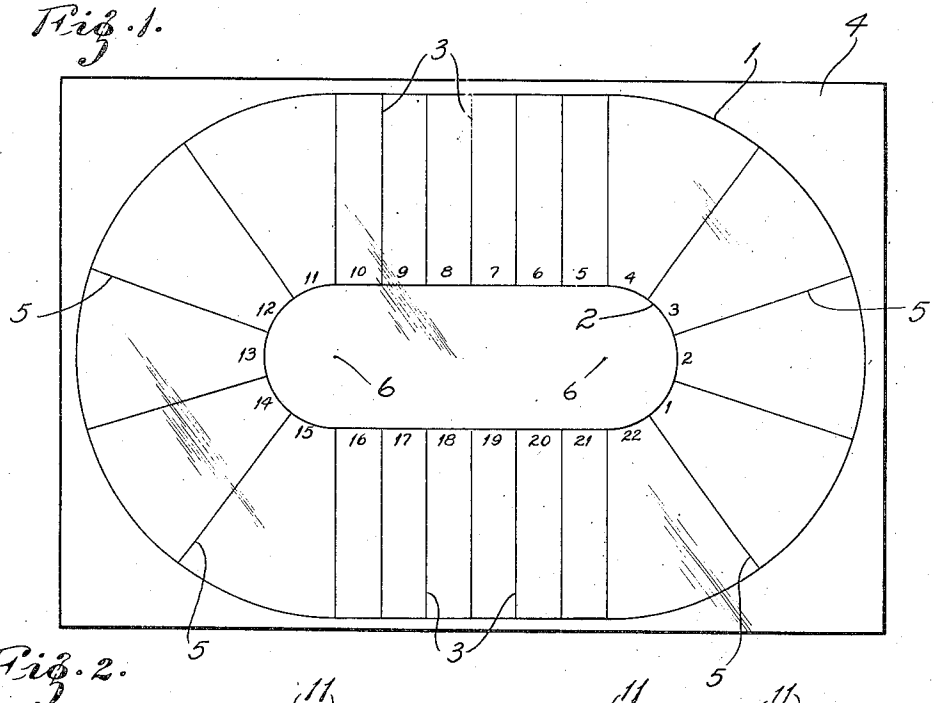


Fig. 2.

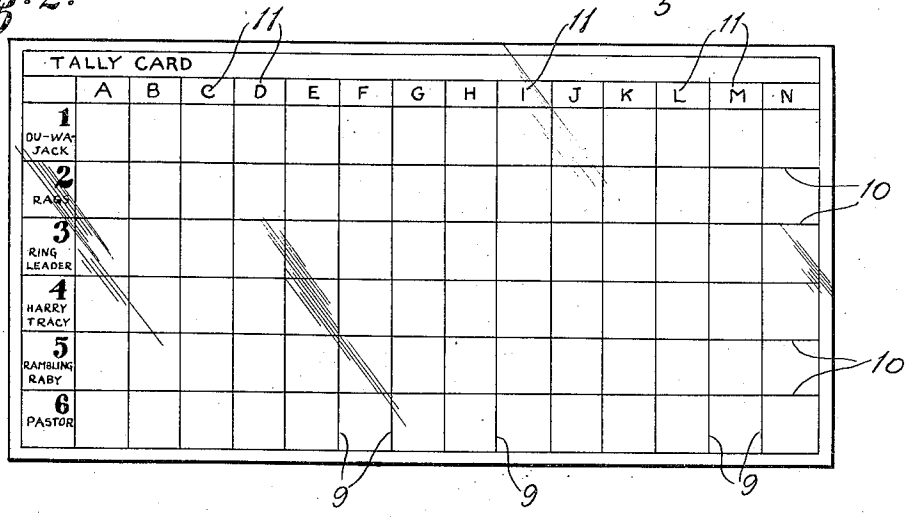


Fig. 3.

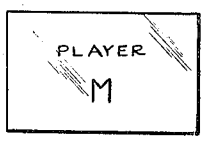
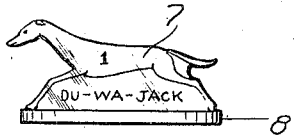


Fig. 4.



INVENTOR
WILLIAM P. HACKER.
BY W. L. Dempsey.
ATTORNEY

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UNITED STATES PATENT OFFICE.

WILLIAM P. HACKER, OF ST. LOUIS, MISSOURI.

GAME.

Application filed February 21, 1927. Serial No. 169,986.

My invention relates to games, and specifically to games in which the winner is determined by the throwing of dice.

The object of the game is to entertain both children and grown-up persons.

In the drawings,

Fig. 1 is a plan view of a field.

Fig. 2 is a plan view of a score card.

Fig. 3 is a plan view of a player's identification card.

Fig. 4 is a view of a movable piece.

The game is designed to simulate a dog or horse race, or even a marathon race.

The field 1 is designed to represent a race track, and consists of a sheet of card board of suitable size, which in my preferred method is rectangular. On the upper face of the card board an oval outline is inscribed by the line 1, and an oval of similar shape is inscribed by the line 2, and is positioned in the geometrical center of the oval 1. A plurality of straight lines 3 are drawn parallel with each other and at right angles to the major axis of the field, and are spaced apart at equal distances.

The lines 3 are so disposed that their outer ends meet the boundary line 1 and their inner ends, the boundary line 2, so that the intervening spaces between the lines 3 are exactly opposite each other and the space enclosed between the lines 3 is approximately one-half of the area of the field, designated as a whole as 4.

The opposite ends of the field are divided into a plurality of substantially equal spaces, separated from each other by the radial lines 5 drawn from the boundary 1 to the boundary 2, and which would focus at a point within the oval 6 if extended thereto.

The spaces between the lines 3 and 5 are serially numbered from 1 to any desired number, which I have shown in the instant case as 22.

The movable piece, which may represent a dog or horse, is in this case shown in Fig. 4, and consists of the outline of an animal 7 mounted on a flat base 8, which is sufficiently broad and flat to cause the animal to stand erect when placed on the field. Each animal is both numbered and named, the name in this case being "DuWaJack" for number 1. There are but six movable pieces for the reason which will later appear.

The tally card shown in plan view in Fig. 2 is divided into a number of squares by the vertical lines 9 and the horizontal lines 10.

Longitudinally across the top of the card are placed a portion of the letters of the alphabet, designated as 11, each letter being placed between two of the vertical lines, so that it designates all of the spaces beneath it.

The spaces between the horizontally disposed lines are numbered from 1 to 6, and also printed with the name of the movable piece having the same number.

In Fig. 3 is shown a plan view of a player's card carrying the letter "M". The use of this card is to identify the player to whom it is given at the beginning of the game.

The paraphernalia necessary to play the game consists, in addition to the parts here shown, of a number of counters. which may be poker chips or any other suitable counter, and three conventional dice, each numbered from 1 to 6.

With the paraphernalia thus provided, the game is played as follows:—

Any number may play the game at one time, using the chips furnished with the game as counters. Each player is given the same number of chips. The player who has the greatest number of chips at the end wins first prize, the next highest number, second prize, etc. The player who first loses all of his chips, or the one who has the smallest number when the races end gets the "booby prize". The hostess should name the number of races to be run or set a time when play is to stop.

Each player is given one of the lettered cards which will identify the player, and the players' chips are placed on the tally card in the squares below players' letters. A player may place chips on one dog or as many dogs as he wishes. Each player must play on at least one dog in each race.

After all players have placed their chips on the tally card the race is started. No player may place chips after a race is started. The dogs are started in space number 22. The player on banker's left then throws the three dice and the dogs whose numbers appear on the dice are moved forward into space number 1. Should the dice show 1—3—6, dogs with those numbers are moved forward one space. The dice are then passed to the next player on the left who throws and the dogs are again moved. The throwing of the dice continues until three

dogs have crossed the "finish line" into space number 22.

Should the dice show the same number on two or all three dice, dog with that number is to be moved as many times as his number appears. The dog crossing the finish line first wins the race, the dog crossing the finish line second gets "place" and the dog crossing the finish line third gets "show". The other three dogs are known as "also ran".

After first dog crosses the line, the throwing continues. Should his number appear again, that dice does not count, but the other dogs are moved. Same rule applies to second dog crossing the line. Should two dogs finish on the same throw, the one whose number first appears on subsequent throws finishes ahead of the other dog. Same rule applies should three dogs finish on same throw. Should two dogs be in space 21 and the number of one be thrown on one dice and the other on two dice, the latter finishes ahead of the one whose number appears on only one dice.

In starting play, one player is to be made "banker" to handle the tally card. The players will hand their chips to the banker who will place them in the squares opposite to the dogs they name, below the player's letter. The banker will return chips to the players after the race who have placed them on the winning dog, place dog and show dog.

First the banker will return all chips to players placed on the show dog. Then he will return chips to the players who have placed them on the place dog, giving each player three chips for each two he has put up. The extra chips to be taken from the stacks on the "also ran" dogs. Then the banker will distribute the balance of the chips left on "also ran" dogs on the stacks placed on the winning dog, placing one additional chip each time on each stack for each two chips, and continuing the distribution until all chips are added to the winning stacks. If the chips do not divide evenly, the banker will place the odd chips in the "left over" stack. Should it happen that no one has placed chips on the winning dog, the banker will place all chips left on the tally card, after return has been made on place and show dogs, in the "left over" stack.

Whenever the "left over" stack has accumulated enough chips to distribute one or more to each player, the banker will return them, giving each player the same number, and leaving any odd chips in the stack for another return later in the game.

Having fully described my invention, what I claim as new and useful and desire to secure by Letters Patent is:—

1. A game of the class described, comprising a field board bearing legends, game pieces bearing legends and adapted to be moved over the face of the said field board, the distance each game piece is to be moved being determined by the casting of dice, a tally card bearing legends corresponding with legends on the said game pieces and, also, bearing legends corresponding with legends on players' cards, players' identification cards bearing legends corresponding with the legends on said tally card.

2. A game of the class described, comprising a field board legended to simulate a race track, said simulation consisting of a substantially oval field enclosing a much smaller oval field, the space included between said fields being divided by boundary lines into a plurality of spaces, said spaces carrying a single number each of a series from one to a maximum, a movable game piece representing an animal mounted upon a flat base adapted to be moved from one of said numbered spaces to another numbered space as determined by the casting of dice, a tally sheet bearing legends corresponding with a legend on each player's card and, also, bearing legends corresponding with a legend on each movable game piece, and players' identification cards each bearing a legend corresponding with one of the legends on said tally sheet.

3. A game of the class described, comprising a field board legend to simulate a race track, said simulation consisting of a substantially oval field enclosing a much smaller oval field, the space included between said fields being divided by boundary lines into a plurality of spaces, said spaces carrying a single number each of a series from one to a maximum, a movable game piece representing an animal mounted upon a flat base adapted to be moved from one of said numbered spaces to another numbered space as determined by the casting of dice, a tally sheet bearing legends corresponding with a legend on each player's card and, also, bearing legends corresponding with a legend on each movable game piece, players' identification cards each bearing a legend corresponding with one of the legends on said tally sheet, said tally sheet being divided into equal squares disposed in rows both vertically and horizontally, said horizontally disposed rows of squares being adapted to receive counters, and also being serially numbered from 1 to 6, said vertically disposed rows of squares being designated by the letters of the alphabet, the said horizontally disposed rows of squares, also, being designated by names corresponding with the names appearing on the said movable game pieces of corresponding number.

In witness whereof I have hereunto affixed my signature this 17th day of February, 1927.

WILLIAM P. HACKER.