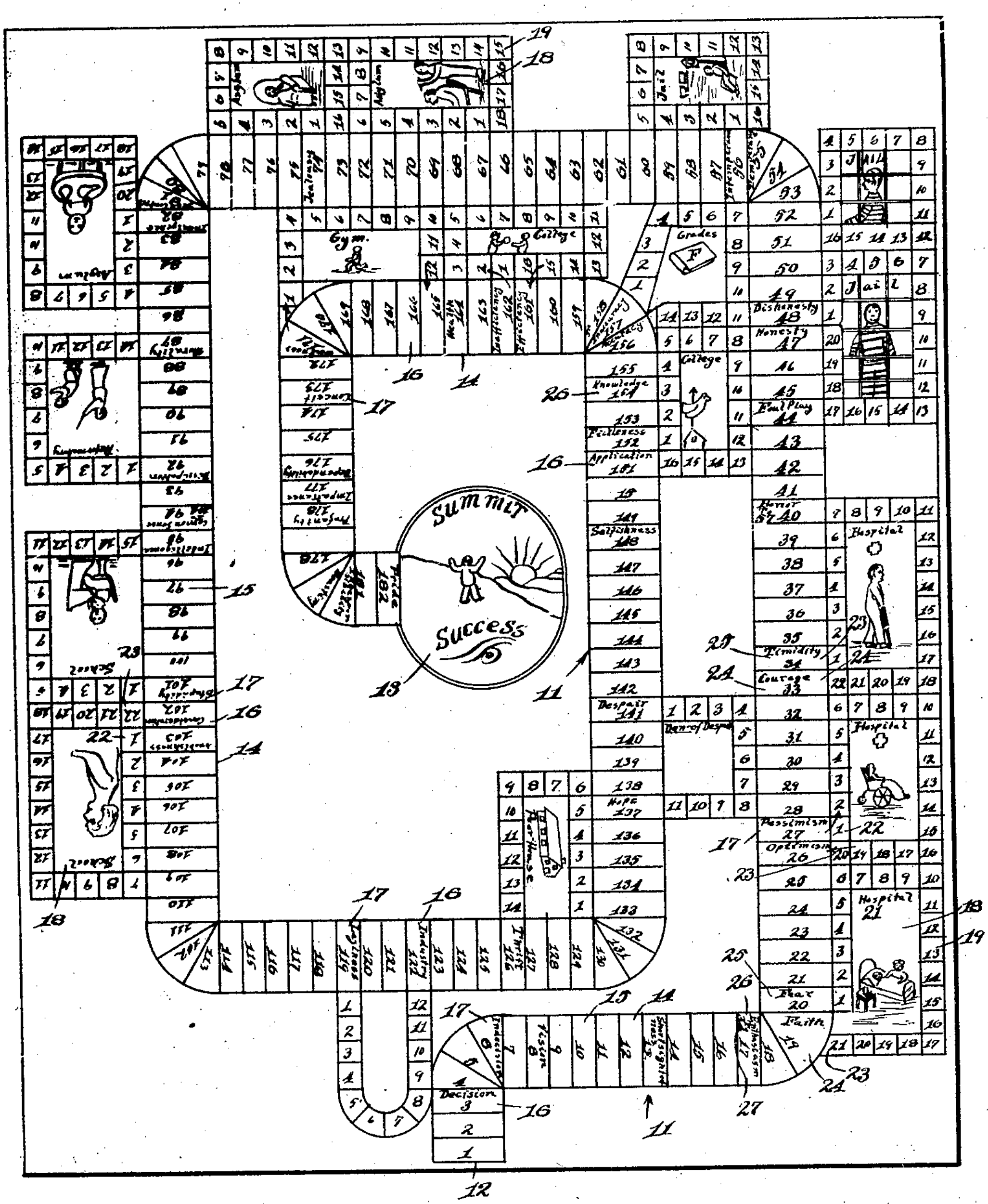
Dec. 11, 1928. 1,695,144

E. EDWARDS

GAME

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Fig 1



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UNITED STATES PATENT OFFICE.

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GAME.

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My invention is a game of the type in which playing pieces are advanced along a path which is marked in steps or stations from a starting point to a goal.

An object of my invention is the construction of a game in which a path marked off in steps or stations from a starting point to a goal has a number of detours from the main path, such detours being penalties and delaying a player in advancing his playing piece along the main path. Some of these detours are of such character that they delay a player more than others and lead from the main path in a circuitous route back to such main path, the return from the detours being in some cases further from the goal than the entrance to such detours.

Another object of my invention is having marked on the main path a number of words giving features of characteristics, some of these being in antithesis of the others so that if a playing piece arrives on a step or station having a word with a good characteristic thereon the player may advance beyond the word which is the antithesis of this. Conversely, if a playing piece arrives on a step or station having a term indicating a bad or undesirable characteristic, the player moves his piece backwardly to the term in antithesis of that which sent him back.

Another object of my invention is a game of amusement which is educative and draws or calls attention to the characteristics which are generally held up-building in character and those which have a reverse effect on a person's character.

My game board is illustrated in the accompanying drawing in which the main path is indicated by the numeral 11, having a starting point 12, and a goal 13. The path is divided off into a series of steps or stations 14, these being numbered consecutively with numerals 15. Some of the steps or stations have words thereon indicating good characteristics 16, such as the words "Decision", "Vision", "Fair-play", "Unselfishness", "Patience", and other terms, and there are other words indicated by the numeral 17 being in antithesis to those above mentioned indicating more or less bad characteristics, such as "Indecision", "Short-sightedness", "Foul-play", "Selfishness", and "Impatience".

These various terms marked on the different stations have a bearing on the game as played in that if a playing piece in its moves in a forward direction on the path lands on a term having a good characteristic, such as the first group mentioned, the player may move his piece ahead on the path one beyond the word which is in antithesis to that where he first landed, whereas if the playing piece lands on a station having one of the words indicating a bad characteristic in the second group above mentioned, the playing piece is moved back to the station having the word which is in antithesis to the one having the bad characteristic, and the player then advances from either of the stations in which he is either advanced or set back.

There are a number of what may be termed detours 18, some of these being indicated by the name "Hospital", with pictures thereon, "Jail", Asylum", "Reformatory", "School", "Poor-house", "College", "Gymnasium", etc., and each of these detours has a secondary detour path 19 with steps or stations, these being numbered with subsidiary numbers 20 and having arrows 21 indicating the direction in which these detours are to be followed. Adjacent the entrances 22 and the exits 23 of these detours there are words on the adjacent stations of the main path, some of these words having a good characteristic as indicated by 24, such as "Faith", "Optimism", "Courage", "Honesty", "Fidelity", "Temperance", "Charity", "Trust", "Self-control", "Morality", "Intelligence", "Consideration", "Industry", "Thrift", "Hope", "Application", "Accuracy", "Efficiency", "Health", etc., and adjacent the entrances to these detours are words 25 which are in antithesis to those of the group above mentioned and the adjacent station, some of such being "Fear", "Pessimism", "Timidity", "Dishonesty", "Disloyalty", "Intemperance", "Hatred", "Jealousy", "Indulgence", "Dissipation", "Stupidity", "Snobbishness", "Laziness", "Extravagance", "Despair", "Fickleness", "Inaccuracy", "Inefficiency", "Weakness", etc.

If a playing piece lands on a station having words of such bad characteristics of the fourth group above mentioned, the player must follow the detour path starting at the entrance 22 of any individual detour and traveling around this following the subsidiary numbers 20 to the exit 23 and then he may advance in the main path.

On the main path there are a series of words which may be designated as a fifth group having good characteristics 26 such as "Enthusiasm", "Honor", "Commonsense", "Perseverance", "Knowledge", etc., and in

the station having words of such group there are designations as 27 instructing the player to advance to a higher station, so that if his playing piece lands on the station having "Enthusiasm" he advances to the station 34, if on that having the word "Honor" he advances to station 56, the station "Commonsense" advances him to 102, etc.

The manner of playing the game may be by any suitable arrangement or devices for advancing playing pieces either by chance or by skill, a certain number of numbers, for instance dice or a roulette wheel may be used to ascertain numbers by chance, or drawing from a pack of cards, and to enable the game to be played by skill simple mathematical problems may be set, the proper solution giving the player the chance to advance his playing piece. The feature of the manner in which the numbers are ascertained as to how many steps or stations the playing piece may be advanced is immaterial as it does not form an essential part of my game.

It will be noted by the above description, together with a study of the drawing, that the playing piece may sometimes be advanced rapidly by landing on a station having the characteristics of the fifth group 26, above mentioned, and lesser advances may be made by the playing piece falling on stations having good characteristics such as the group one under the number 16. Adverse to this the playing piece may be set back by falling on stations having words indicated by 17 of a bad characteristic and if a playing piece falls on some of the terms indicated by 24, indicating good characteristics at the exit to a detour, the player avoids the detour and advances his playing piece beyond the adjacent term which is in antithesis to that of the good characteristic. The pieces are advanced around the detours a certain number of steps according to the numbers turned up or acquired either by chance or skill as above mentioned.

In some of the detours the player is not penalized to as great an extent as in some of the others. For instance at the detour indicating a "School" when the playing piece lands on the station marked "Stupidity" the path of the detour is followed with the exit at the station marked "Intelligence", hence the player while making this detour is advanced along the general path. The same type of detour is at that marked "Industry" in which when landing on the station marked "Laziness" the detour path is followed to the term in antithesis "Industry" when the main path is followed.

An interesting, instructive and educational feature of my game is the use of words in antithesis one to the other, as this facilitates the players in learning the correct meanings of the words, and also determining which words have what may be termed a good characteristic and which denote things of a bad characteristic. The game also is valuable for children's playing to increase their vocabulary.

Various changes may be made in the principles of my invention without departing from the spirit thereof, as set forth in the description, drawings and claims.

I claim:

1. A game having a path leading from a starting point to a goal, with a series of stations thereon, some of said stations having words thereon indicating good characteristics with a statement to advance a playing piece to certain other stations, and having a plurality of groups of two words, each group having words in antithesis one to the other, the said latter words being spaced apart a number of stations and indicating that a playing piece landing on stations having either of such pair of words the playing piece may either advance or go back in accordance with a good or a bad characteristic of the word.

2. A game having a path leading from a starting point to a goal, with a series of stations thereon, some of said stations having words thereon indicating good characteristics with a statement to advance a playing piece to certain other stations, and having a plurality of groups of two words, each group having words in antithesis one to the other, the said latter words being spaced apart a number of stations and indicating that a playing piece landing on stations having either of such pair of words the playing piece may either advance or go back in accordance with a good or a bad characteristic of the word, and a series of detours, each having stations with an entrance and exit opposite two stations on the main path, said two latter stations having words in antithesis one to the other, whereby a playing piece landing on one of said latter stations requires the playing piece to follow the detour and landing on the other station if the word is a good characteristic entitling the playing piece to continue on the main path.

3. A game having a main path leading from a starting point to a goal with a series of stations thereon, some of said stations having groups of two words, such words being in antithesis one to the other, one word indicating a good characteristic and the other a bad characteristic, whereby a playing piece may advance or go back in accordance with such piece landing on a station having a word of good or bad characteristic, a series of detour paths having stations, said paths having an entrance and an exit adjacent two stations on the main path, and such stations having words in antithesis indicating good and bad characteristics.

4. A game having a main path from a starting point to a goal, a series of words

marked on some of said stations indicating good characteristics and with a designation that a playing piece may advance to another station, a series of detour paths having stations to be traveled, said detour paths having an entrance and an exit adjacent two stations on the main path, and such two stations having words in antithesis one to the other, a playing piece landing on one of such stations with a word indicating a bad characteristic necessitating said playing piece following said detour.

In testimony whereof I have signed my name to this specification.

EARL EDWARDS.