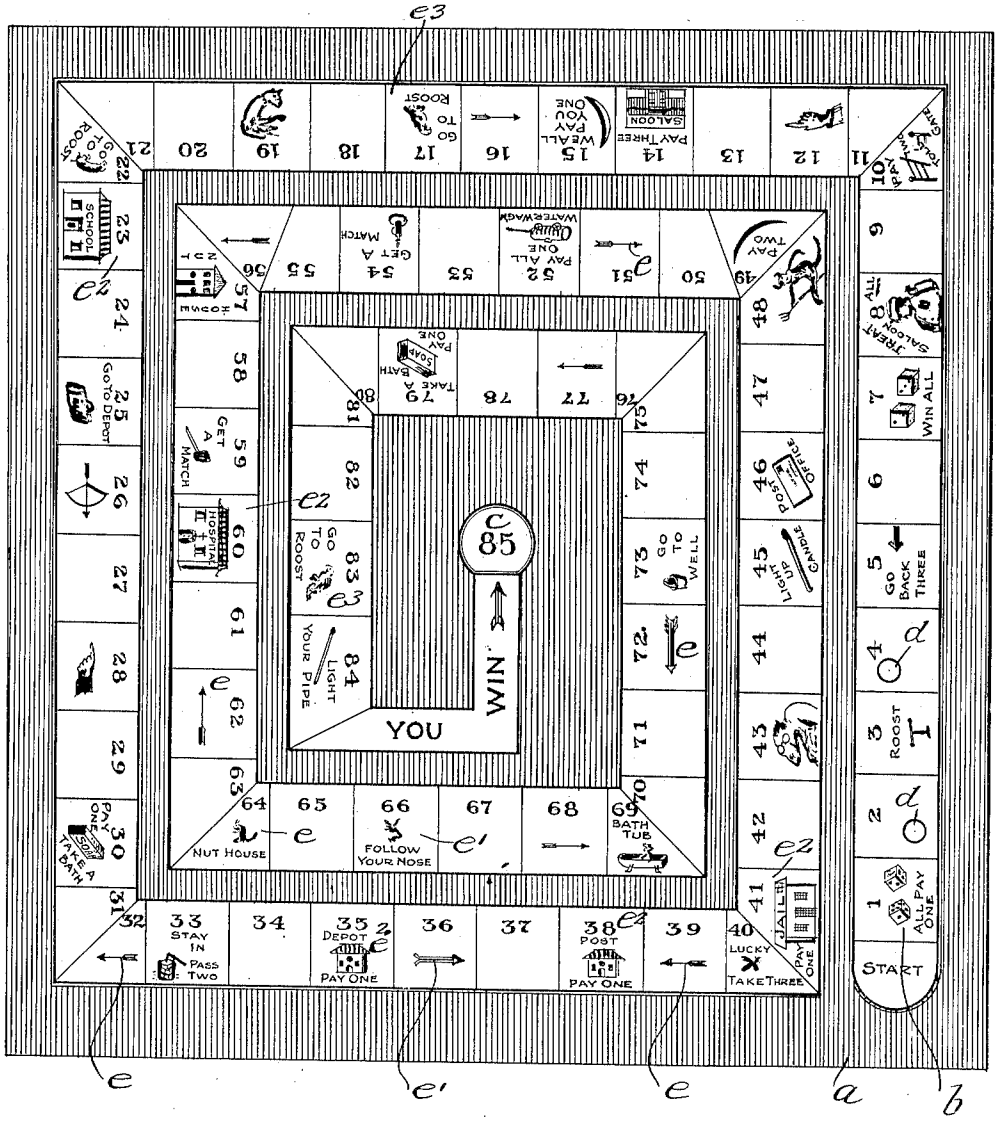
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GAME

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UNITED STATES PATENT OFFICE.

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GAME.

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The invention relates to games.

The object of the invention is to provide a game adapted for any number of contestants which is interesting as the result of the varied movements of tokens which may result from following the directions indicated on the game-board.

The invention consists in the several novel features hereinafter set forth and more particularly defined by claims at the conclusion hereof.

In the drawing: The figure is a plan of a game-board embodying the invention.

The invention is exemplified as applied to a board A which may be formed of any suitable material and which is marked to indicate a succession of rectangular stations *b* which are consecutively numbered and which lead to a goal *c*. These stations are adapted to hold tokens or disks *d*, one of which is provided for each player. The game-board is to be used with dice which usually contain indications from 1 to 6 on the faces thereof. Each player makes a throw of the dice, and the number of points on the dice indicates the number of stations which the player shall move his token, so that the directed movements will be determined by chance. Besides being numbered consecutively, some of the stations *b* contain symbols *e* to indicate the direction in which the token shall be moved. The arrows or symbols *e*, provided in some of the stations, point backwardly to indicate that the token which reaches there, in accordance with a throw of the dice, must be moved backwardly a number of stations corresponding to the total of the indications on the dice. Other arrows or symbols, as indicated at e', point forwardly to direct that a token reaching there is to be advanced the number of stations corresponding to the player's throw of the dice. On other stations, as indicated at e^2, buildings are indicated, such as a school, hospital, jail, depot or pot-office, as symbols indicating that a token reaching there is to be detained there until another player's token is placed in a station containing the indication of a building, whereupon the first mentioned player's token will be released and the second player's token will be detained on the station containing a building until another token reaches such a station. Other stations e^3 contain directions to move the token to selectively marked stations. For example, stations Nos. 17, 22, 83 contain a direction to go to "roost" which requires the player to move his token backwardly to station No. 3 which is so designated; station No. 25 contains the direction to go to the depot designated on station No. 35; station No. 45 contains a representation of a match and directions to light candle which requires that the token be moved to station 54 where candle is illustrated; station No. 46 indicates a direction to go to the post-office indicated on station No. 38; station No. 59 contains an illustration of a pipe and a direction to get a match found on station 84, which requires the player to move his token back to said station; station 64 contains a direction that the token must be moved backwardly to the asylum illustrated on station 57; station 73 contains a direction to go to the well which is illustrated on station 33 and requires the player to move his token back to said station; and station 79 contains a direction to take a bath which requires the player to move his token backwardly to station 69 on which the bath-tub is illustrated. Some of the stations are without designations, other than their numerical designation, and tokens as they reach them are permitted to remain without requiring the player to move them forwardly or backwardly. The first player whose token reaches the goal station 85, when moved in accordance with the throws of the dice and the directions on the board, is the winner of the game. The game may be played by any number of players, each being provided with a token. As a result of the multiplicity of the directions on the different stations on the board and the movements of the tokens responsively to the indications resulting from the throws of the dice, the courses of the tokens of different players are uncertain and involved and may require unexpected retrogression or advance or to remain confined in certain stations. This makes the result so uncertain that players whose tokens are approaching the goal may be set back of the tokens of other players.

The invention is not to be understood as restricted to the details set forth, since these may be modified within the scope of the appended claims, without departing from the spirit and scope of the invention.

Having thus described the invention, what

I claim as new and desire to secure by Letters Patent, is:

1. A game comprising a board having a series of consecutively arranged stations indicated thereon and adapted to receive tokens, some of the stations containing symbols requiring the tokens moved thereon to remain subject to the results of the play of another player, and some of the stations being without indications to indicate that the tokens are to remain thereon.

2. A game comprising a board having a series of consecutively arranged stations indicated thereon and adapted to receive tokens, some of the stations containing certain symbols indicating that a token reaching there is to be detained until another player's token reaches a station having the same type of symbol, and some of the stations being without indications to indicate that the tokens are to remain thereon.

3. A game comprising a board having a series of consecutively numbered stations indicated thereon and adapted to receive tokens, some of the stations thereon containing directions to move a token forwardly, some to move the token backwardly, some to move the token to specifically indicated stations and others containing directions requiring the token to be retained thereon, subject to the results of the play of another player, and some of the stations being without indications to indicate that the tokens are to remain thereon.

Signed at Chicago, Illinois, this 19th day of Sept., 1927.

HENRY SCHAFFER.