May 3, 1927. I. HAAZ 1,627,173

TOY GAME BOARD

Filed Jan. 22, 1926 2 Sheets-Sheet 1

FIG. 1.

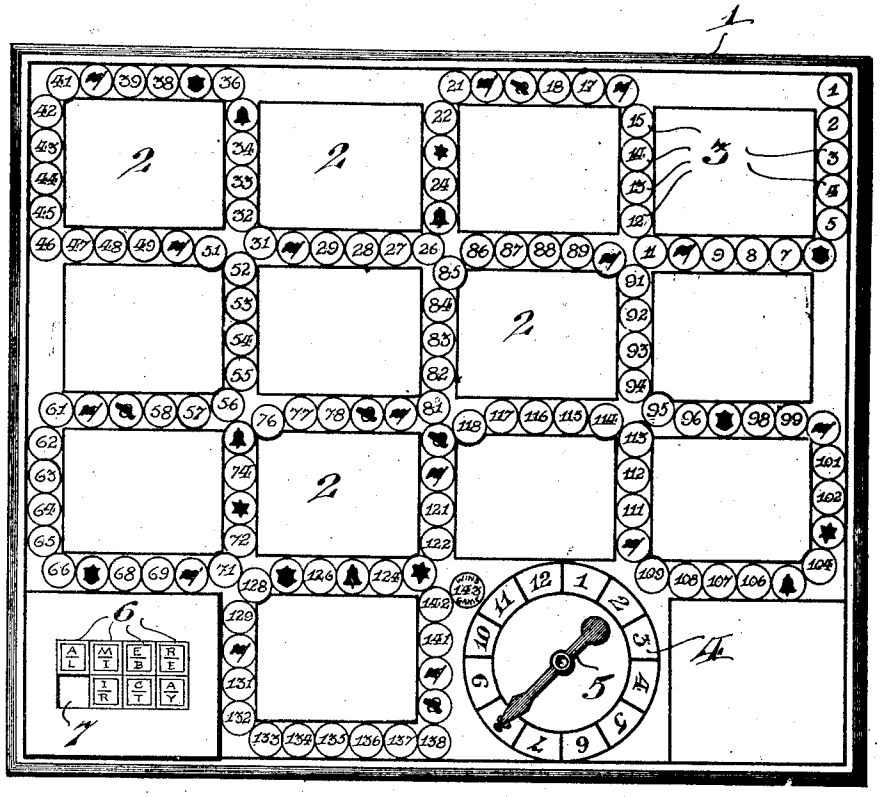


FIG. 2.



FIG. 3.



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FIG. 4.

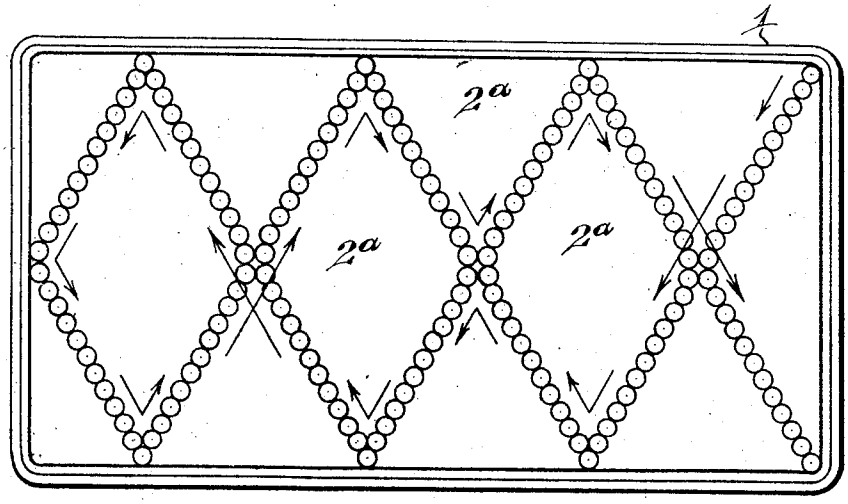
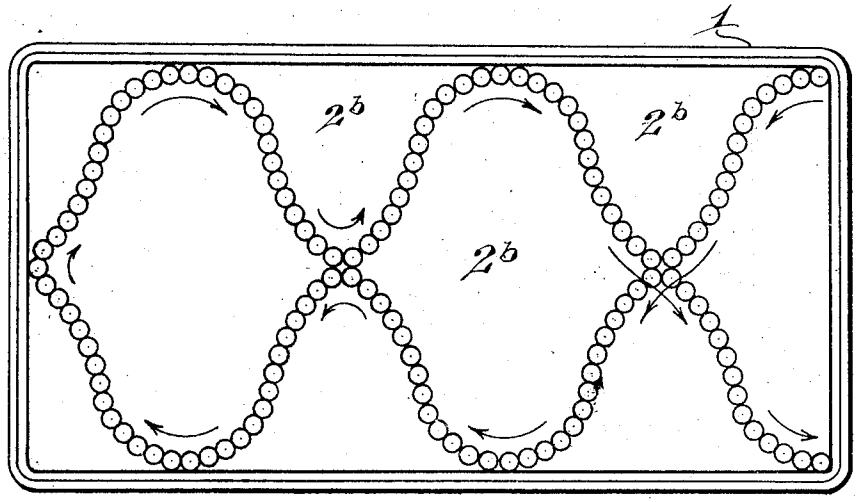


FIG. 5.



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UNITED STATES PATENT OFFICE.

IGNATIUS HAAZ, DECEASED, LATE OF PHILADELPHIA, PENNSYLVANIA; BY CARRIE HAAZ, ADMINISTRATRIX, OF PHILADELPHIA, PENNSYLVANIA.

TOY GAME BOARD.

Application filed January 22, 1926. Serial No. 83,010.

This invention relates to toy game boards, and its objects are to provide a game board for playing games which, while affording an enjoyable pastime to old and young, are of such nature that they require the players to read educational matter which may benefit spectators as well as players.

These objects, and other advantageous ends which will be described hereinafter, are attained in the following manner, reference being had to the accompanying drawings in which—

Figure 1 is a plan view of a game board made in accordance with this invention,

Figure 2 a side view, partly in section, of the board shown in Figure 1,

Figure 3 an element forming a part of this invention, and

Figures 4 and 5 plan views of modified forms of this invention.

Referring to the drawings, 1 indicates a flat base of any suitable material, 2 a series of spaces upon the upper surface of the base, 3 a series of comparatively small marked spaces arranged in zig-zagging lines between spaces 2, 4 a numeraled dial upon the upper surface of the base, 5 a pointer pivoted in the center of the dial and free to swing thereon, 6 a series of blocks, hereinafter called men, and 7 a recess in the base in which the men may be housed when not in use.

The larger spaces 2 are designed to contain printed or otherwise disclosed matter of interest, preferably matter of educational value. For instance, one space may contain a list of important events in world history with their dates, another may contain a list of important events in the history of the United States, etc.

The smaller spaces 3 are designed for use in scoring. In Figure 1 is disclosed 143 such spaces, the space marked 143 being the goal mark. Some of the spaces 3 carry numerals and others carry symbols. The symbols in the exemplification consist of representations of stars, flags, bells and cannons. The numerals are arranged consecutively from 1 to 143 except that each symbol takes the place of the number which would appear if the numerals were in complete sequence. The numeraled spaces serve as score markers and will hereafter be designated as such. The symbols serve to direct advance or rearward moves in the game and the spaces indicated by symbols will hereafter be designated as signal marks. For the purpose of description a flag may be taken as directing an advance move of two spaces, the star an advance of five spaces, the bell an advance of two spaces, the cannon a retreat of five spaces, and a shield a loss of any score for that move. Each man should have a distinctive color or be otherwise marked to render it readily distinguishable from the others. The men are shown as being marked with different letters of the alphabet.

The moves are governed by chance, and the game may be played as follows:

Each player being provided with a man, the first player gives a spinning motion to the pointer, and the number at which the pointer stops is the number of spaces which the player is primarily entitled to advance upon the first move. If an advance of that number of spaces places his man on a score mark that constitutes his move and the man is left on that score mark. If however an advance of that number of spaces places his man upon a signal mark, he is entitled to advance the man a certain additional number of spaces or compelled to retreat the man a certain number of spaces. For instance if the pointer indicates 11 his first move is to score mark 11. If the pointer stops at 10, the flag in the 10th space directs an advance of two spaces and his score is 12. If the pointer stops at 6, the shield in the 6th space indicates that he gets no score upon that move. The move of the next player is governed in like manner. Subsequent plays are primarily governed by the swing of the pointer but are likewise controlled by the symbols. If the move indicated by the pointer would place the man upon a flag symbol the man is advanced two spaces, if upon a bell symbol it is retreated two spaces, if upon a star symbol it is advanced 5 spaces, if upon a cannon symbol, it is retreated 5 spaces, if upon a shield there is no score for that move. If a player's move brings him to a score mark already occupied the latter is required to retreat ten spaces, but the retreat is subject to the direction of the symbols. Should the player shift his man in wrong direction, he is required to start over and preferably to read aloud the matter appearing in each of the spaces around which he has passed.

The game may be rendered more compli-

cated by varying the significance of the symbols as, for instance, an agreement that symbols which have directed an advance shall be taken as directing a retreat and symbols which have directed a retreat taken as directing an advance, or by varying the extent of advance or retreat directed by the respective symbols, and the primary moves may be governed by the throw of dice or by other chance method instead of by swinging the pointer.

In Figure 1 is shown the spaces 2 rectangular and the path of advance indicated by the succession of the numerals indicating the score marks.

In Figure 4 is shown spaces 2^a as of diamond shape and the path of advance indicated by arrows.

In Figure 5 is shown spaces 2^b of irregular oval shape and the path of advance indicated by arrows.

While this invention has been described as taking a particular form, it will be understood that the various parts may be changed without departing from the spirit thereof, and hence is not limited to the precise construction set forth, but such changes and alterations as fairly come within the scope of the appended claims may be made.

Having thus described this invention, what is claimed as new and is desired to be secured by Letters Patent is:—

1. A game board having a series of symmetrically arranged spaces adapted to contain educational reading matter, a plurality of identical shaped enclosures surrounding said spaces, each enclosure containing one of a plurality of symbols or numbers, said enclosures comprising a path having sections intersecting at corners over which a score indicator may be progressively moved, each of said symbols representing a number and indicating a play to be made upon said indicator halting in the enclosure containing the symbol, said path sections being so disposed that a person may be caused to play out of the course and be obliged to read the matter in the spaces.

2. A game board having a series of symmetrically arranged spaces adapted to contain educational reading matter, a series of small enclosures surrounding said spaces and forming a path having sections intersecting at corners for the progressive movement of a score indicator, numbers in some of said enclosures, various symbols in other of said enclosures, said numbers and symbols being arranged to effect a progressive numerical sequence from a starting point to a finishing point, each said symbols indicating a different play to be made upon the indicator halting thereon, a dial mounted on the board adapted to be whirled to indicate a play to be made, said path sections being so disposed that one may be caused to misplay and be obliged to read the matter in the spaces.

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

CARRIE HAAZ,
Administratrix of Ignatius Haaz, deceased.