

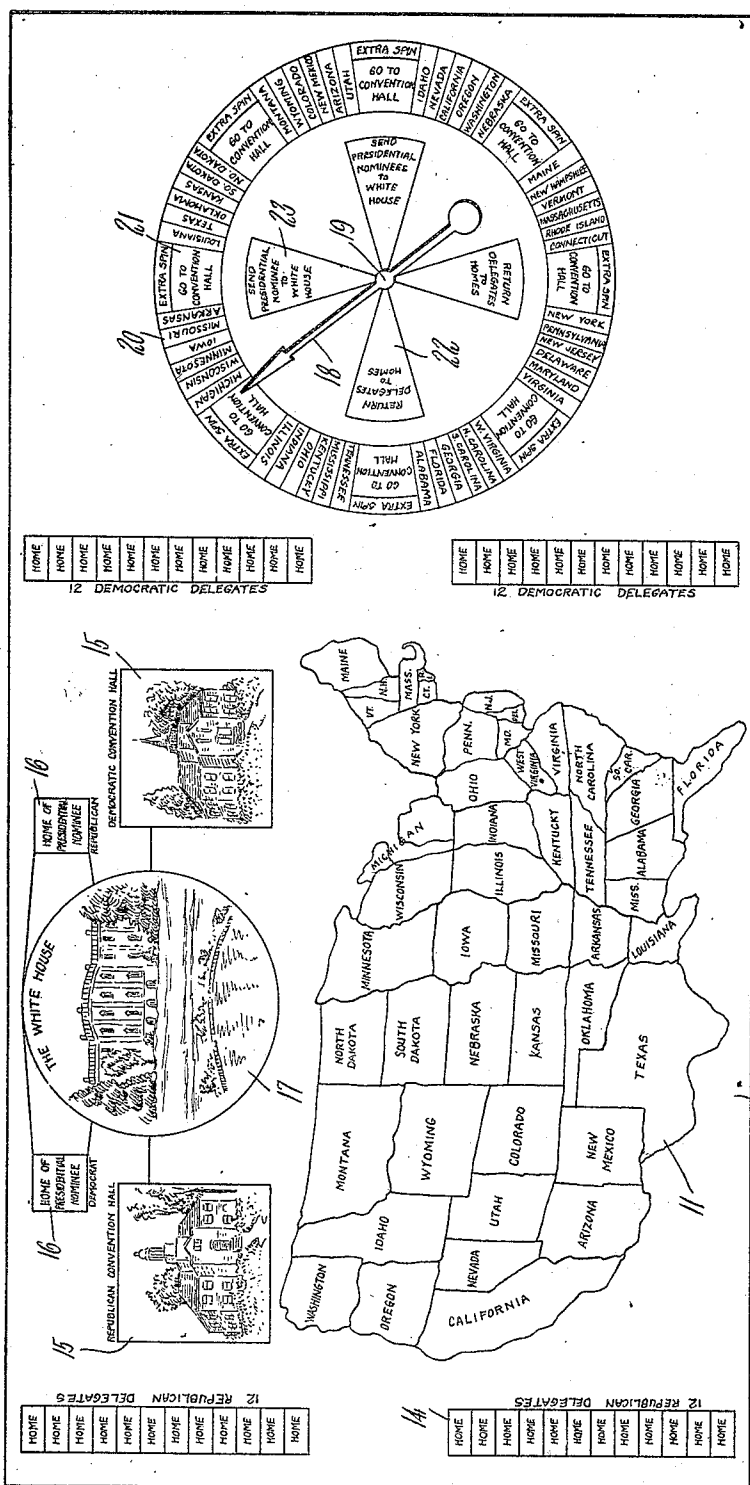
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GAME

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UNITED STATES PATENT OFFICE.

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GAME.

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This invention relates to a game called "White House" and may be played by two or four players. The object of the game is to send one of a plurality of playing pieces or counters representing presidential nominees to a space on a board representing the White House.

For a complete disclosure of the invention, reference is had to the description thereof which follows and to the drawing illustrating an embodiment thereof, of which,—

Figure 1 represents a game board embodying the invention.

Figure 2 is an elevation of a counter representing a presidential nominee.

Figure 3 is an elevation of a counter representing a convention delegate.

Referring to the drawing in detail, 10 represents a game board preferably of suitable stiff material on which is indicated a map 11 of the United States, each of the States being shown in outline. Spaces 14 are also provided to represent the homes of convention delegates, these spaces being preferably forty-eight in number, divided by way of illustration into four groups, each of which may represent a separate political party, or if preferred, two of the groups may be used together for one party, the other two groups being used to represent a second party. A pair of spaces 15 represent respectively the Republican and Democratic convention halls. A pair of spaces 16 represent the homes of the presidential nominees. The White House is indicated by a space 17, this space as shown containing a pictorial representation of the White House. If desired, the spaces 15 may also contain pictures representing convention halls. On the same or on a separate board is marked a chance device which includes a spinning pointer 18. The pointer is mounted to spin on an axis at 19 and to indicate, when it stops spinning, any one of a number of sectors 20 arranged in a ring about the axis 19. Forty-eight sectors 20 are provided, one for each State, each sector being marked with the name of its State. Also in the same ring a number of sectors 21 may be provided, these sectors being marked "Go to convention hall" or words of similar import. Within the ring containing the sectors 20 and 21 we provide a number of inner sectors 22, 23. These may be of any desired number and angular size. As shown, each of these sectors is relatively narrow and there are in all four of them so that they occupy a relatively small proportion

of the 360° about the axis 19. The sectors 22 may be marked "Return delegates to homes", and the sectors 23 "Send presidential nominee to White House".

A number of counters 24 are provided to represent convention delegates. These may conveniently be forty-eight in number, one for each State in the Union. The counters 24 are preferably divided into four groups of equal numbers corresponding to the groups of home spaces 14 indicated on the board. These groups of counters may be distinguished by different colors or different shapes. In addition to the counters 24 representing convention delegates, a plurality of larger counters 25, one for each political party, may be provided to represent the presidential nominees.

The game may be played by two or by four players. If by two players, each player controls half of the delegate counters, that is, two groups of these counters. The counters controlled by one player may be called Republican delegates, the counters controlled by the other player being called Democratic delegates. If the game is played by four players, each player controls a single group of delegates. The players in turn spin the arrow 18. If the arrow points to a State, the player moves one of his delegate counters to the State indicated by the arrow. If this State is already occupied by a delegate of the opposite party, this delegate is returned to his home. If the pointer 18 stops on a "Go to convention hall" sector, the player may move one of his delegate counters from any State to the convention hall, or if he has no counter on a State, he may move one of his counters from its home space to the convention hall. When all of the counters of either of the parties have been moved to their convention hall, the player controlling that party spins for one of the inner sectors 22. After the pointer has rested on one of these sectors 22, the player in succeeding turns spins for one of the sectors 23. When the pointer falls on one of the sectors 23, the player moves his presidential nominee counter 25 from its home space to the White House, and thus wins the game.

Having thus described certain embodiments of this invention, it should be evident to those skilled in the art that various changes and modifications might be made therein without departing from its spirit or scope as defined by the appended claims.

We claim:—

1. Game apparatus comprising a board

having a map of the United States thereon, said board also having spaces indicated thereon representing homes of equal numbers of delegates of different political parties, a plurality of spaces representing respectively the different party convention halls, spaces representing respectively the homes of the presidential nominees, and a space representing the White House, counters to represent presidential candidates, a number of other counters to represent convention delegates, and a chance device for indicating the moves of said counters.

2. Game apparatus comprising a game board having thereon a map of the United States, spaces to represent homes of convention delegates, spaces to represent convention halls of different political parties and a picture of the White House, counters to represent respectively equal numbers of delegates of the different parties, and a chance device for indicating the movements of said counters.

3. A game board having thereon a map of the United States, spaces representing homes of convention delegates, a pair of spaces representing convention halls, a pair of spaces representing homes of presidential nominees, a space representing the White House, and a ring having certain sectors marked with the names of States and other sectors marked "Convention hall," and a rotatable pointer mounted to spin with its axis through the center of said ring and to indicate any one of said sectors.

4. Game apparatus comprising counters representing delegates, other counters representing presidential nominees, a board having indicated thereon a map of the United States, spaces representing homes of convention delegates, spaces representing convention halls, spaces representing homes of presidential nominees, and a space representing the White House, and a chance device comprising a pointer mounted to spin on said board, a ring concentric with the axis of spin of said pointer having sectors corresponding to each of the States and a number of sectors corresponding to the convention halls, and concentric sectors on said board within said ring, some of said inner sectors being associated with movement of delegate counters, and some of said inner sectors being associated with the movement of nominee counters.

5. Game apparatus comprising four groups of equal numbers of counters representing delegates, the counters of each group having a distinguishing color, a pair of counters representing presidential nominees, a board having indicated thereon a map of the United States, spaces representing a home for each of said counters, a pair of spaces representing convention halls, a space representing the White House, and a chance device to indicate movements of counters.

In testimony whereof we have affixed our signatures.

EDGAR J. MARTEL.
GUY E. CALDON.