Feb. 1, 1927. 1,616,328

L. D. NIX

GAME

Filed Sept. 20, 1926

Fig. 1.

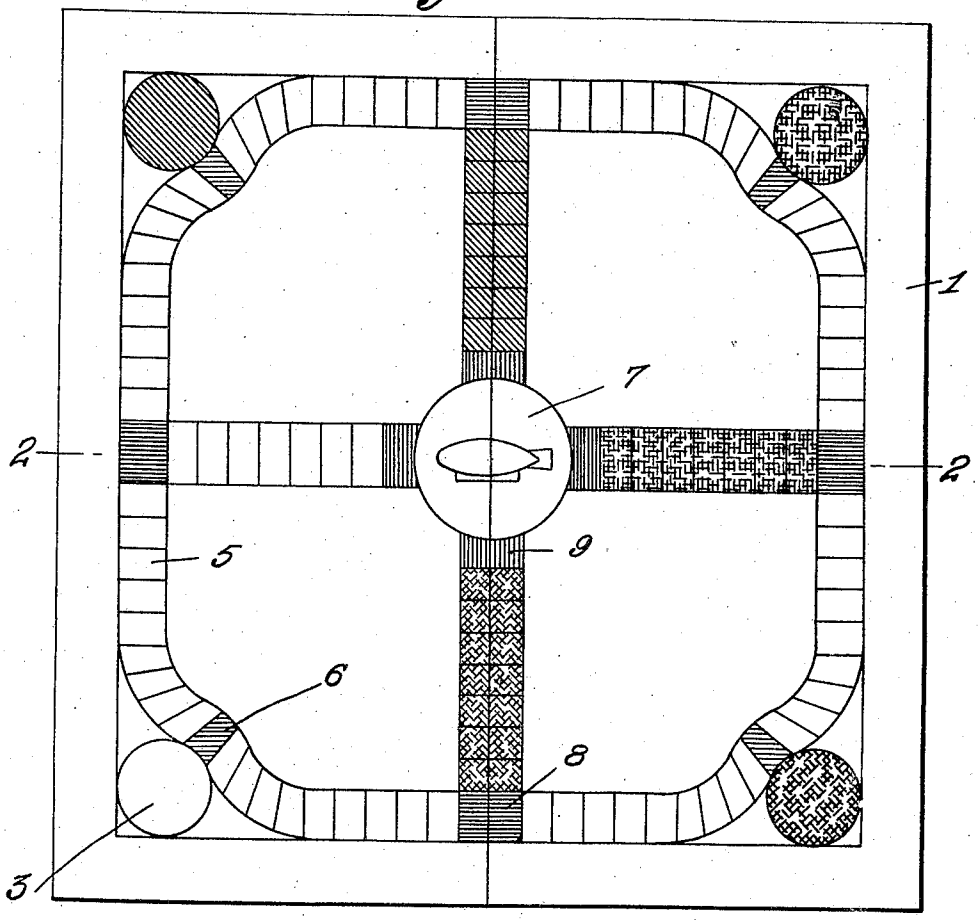


Fig. 2.



Fig. 3.

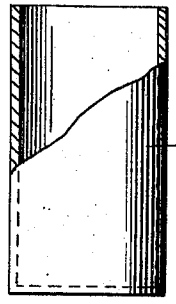
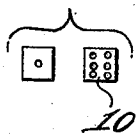


Fig. 4.



Fig. 5.



WITNESS:

Linnie D. Nix,
INVENTOR

BY Victor J. Evans
ATTORNEY

Patented Feb. 1, 1927. 1,616,328

UNITED STATES PATENT OFFICE.

LINNIE D. NIX, OF DALLAS, TEXAS.

GAME.

Application filed September 20, 1926. Serial No. 136,648.

My present invention has reference to a game apparatus designed for amusement but which, at the same time, requires a certain amount of skill upon the part of the players.

My object is the provision of a game apparatus in which toy dirigibles are moved from a starting station or base around a track or course to a goal in the center of the board, the distance of such moves being determined by the throwing of dice, the course being divided into blocks and having safety zones as well as other zones upon which, should the toy dirigibles land, will be forced to return to their base or starting stations, the dirigibles landing on the safety zones serving as obstructions for preventing the flight of the dirigibles of other players over the course.

With the above recited object in view the improvement resides in the construction, combination and operative association of parts, illustrated by the accompanying drawings which form part of this application.

In the drawings:

Figure 1 is a plan view of a game apparatus in accordance with this invention.

Figure 2 is a sectional view on the line 2—2 of Figure 1.

Figure 3 is a view of the cup in which the dice are shook and from which the said dice are rolled.

Figure 4 is a plan view of one of the toy dirigibles.

Figure 5 is a view of the dice.

In the showing, my improved game apparatus contemplates the employment of a square board. This board 1 comprises two sections which are of equal widths and have their confronting ends hingedly connected, as at 2. It will be noted that the hinges are let in notches in the sections of the board so that the same will rest flat upon a table or other support. At each of the corners there is inscribed upon the upper face of the board a circle 3. These circles are differently colored, and provide the base or starting station for the playing pieces 4, which are shaped to represent dirigibles. The playing pieces are colored to correspond with the color of the starting stations. The upper face of the board is provided with a track or course that extends in a line with the edges of the board and has rounded portions opposite the circles. The track or course is divided into blocks 5, and the block, opposite each starting station 3, is colored, as at 6, and serves as a safety zone. In the center of the board there is a circle that represents the goal. From this circle, indicated by the numeral 7, there are rightangularly extending tracks or courses which intersect the center blocks of the main course. These rightangular blocks may be termed the goal stretch of the track or course and the main course has its center block in a line with the said rightangular courses that lead to the goal, colored, as at 8, to provide safety zones. The goal stretch course is divided into blocks and these blocks are differently colored to correspond with the starting stations and the toy dirigibles. The blocks or what I have termed the goal stretches, next to the goal 7, are colored and such blocks provide danger landings for the dirigibles, inasmuch as any dirigible landing on such blocks will be returned to its starting station.

The improvement is thus in the nature of a toy dirigible racing game. There are twelve dirigibles used in the game, the same, as previously stated, being differently colored. The dirigible race begins from the starting stations and the dirigibles are designed to travel around the main course and along the goal stretch that corresponds to the color of the said dirigibles before they reach the goal 7. Each player has three dirigibles of the same color at his starting station. Dice 10 are placed in a cup 11 and shook and thrown. Each player rolls the two dice in turn to make his plays, and the player that rolls the high dice has first play. The dirigibles are moved from the starting stations only when the dice rolls "seven" or "eleven" and only one of the dirigibles can come out when "seven" is rolled, but two dirigibles can come out of the starting station when "eleven" is rolled.

If the first player fails to roll a "seven" or "eleven" with the first rolling of the dice the play then passes on to the player to the right, unless the player rolls a double or a series of doubles which entitles him to another roll of the dice.

After the player has moved his dirigible or dirigibles out on the safety zone 6 he rolls the dice again and moves any one of the dirigibles the number of spaces indicated by the dice. All dirigibles may be in action at the same time, but only one dirigible can be moved with one rolling of the dice. Any

player rolling the dice and producing a double or series of doubles moves any one dirigible the number of spaces indicated by the dice. Players always receive one roll of the dice after rolling a double or series of doubles. Then the play passes onto the player to the right and so on around the board. Any two dirigibles may stop in safety on any of the safety zones and at the same time form a blockade to the dirigibles behind them. No dirigible is allowed to pass a blockade on any safety zone, so that a dirigible immediately back of a blockade cannot be moved until the blockade is broken by one of the dirigibles moving off of the safety zone where the blockade was formed. Any dirigible can pass the other on any space except where a blockade is formed and no blockade can be formed off of the safety zones.

In case one dirigible stops on a space with another dirigible of a different color, the player moves his dirigible up twelve spaces, and the one moved on the space will be forced to return to the starting station. No two dirigibles of the same color can stop on any space other than the safety zones.

When the players have raced their dirigibles around the board to the safety zone directly in front of them, they then move the dirigibles up the row of spaces leading to the circle in the center of the board, and the player that gets all of his dirigibles in the center circle or goal 7 first wins the game. Should a dirigible, as previously stated, land upon any of the blocks 9 the dirigible will be forced back to the starting station for the reason that at least two numerals must appear on the dice and there is only one move between the spaces 9 and the goal 7, but the dirigible thus returned may be again started so that the player still has a chance to win the game.

Should a dirigible be on one of the spaces in the goal course and the dice rolls a higher number than is needed to put that dirigible in the goal then the player moves another one of his dirigibles but if it is impossible for the player to move another of his dirigibles, then the play passes on to the player to the right.

Having described the invention, I claim:—

A toy dirigible race game to be played with dice, comprising a square board having circles indicating starting stations at the corners thereof, and a course from said starting stations extending in a line with the edges of the block, a goal in the center of the block and goal stretch courses leading rightangularly from the goal and intersecting the main course, the main and goal stretch courses being divided into blocks, the blocks in the main course opposite the stations and those in a line with the goal stretch courses providing safety zones, the blocks in the goal stretch course being differently colored and the blocks in such courses next to the goal providing danger zones, and toy dirigibles providing playing pieces which are differently colored and in which said colors correspond to the colors on the starting stations and on the goal stretch courses.

In testimony whereof I affix my signature.

LINNIE D. NIX.