

Feb. 3, 1925.

A. W. LORENZ

1,524,740

GAME

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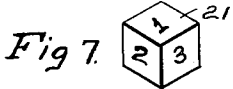


Fig 1

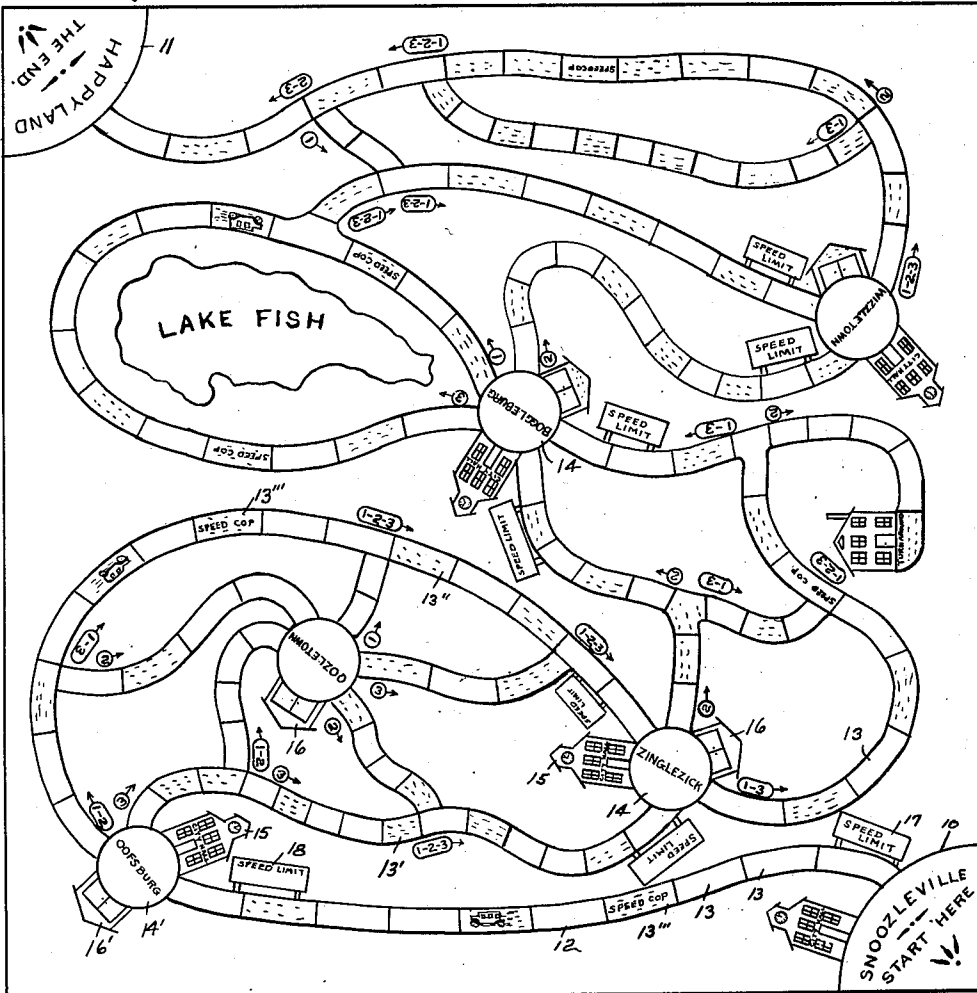
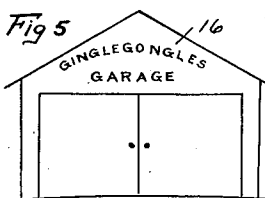


Fig 5  16

BROKEN SPRING GO BACK TO BUMBLE'S AT OOFSBURG	CYLINDER CRACKED GO BACK TO WOOFENZIPS	SPEED LIMIT THROUGH WIZZLE TOWN 15 MILES PER HOUR	SPEED LIMIT ON ALL COUNTRY ROADS 25 MILES PER HOUR
RADIATOR HOT LOSE-1-TURN	PUNCTURE LOSE-1-TURN	LOST LOSE-1-TURN	DITCHED LOSE-2-TURNS
ENGINE TROUBLE LOSE-2-TURNS	UP-HILL GO BACK 15-MILES	WHEEL SMASHED GO BACK TO WIZZLENTZ GARAGE	OUT OF GAS LOSE-2-TURNS

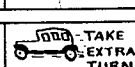
Fig 4  13

Fig 8.  13

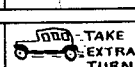
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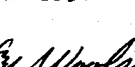
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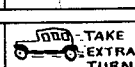
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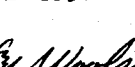
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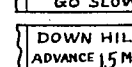
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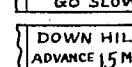
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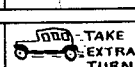
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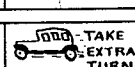
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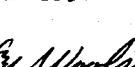
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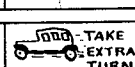
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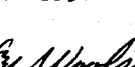
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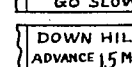
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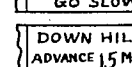
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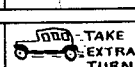
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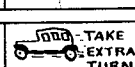
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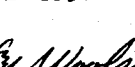
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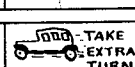
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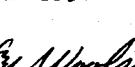
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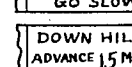
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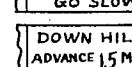
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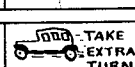
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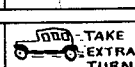
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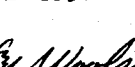
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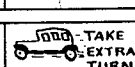
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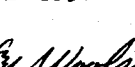
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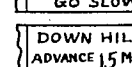
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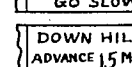
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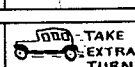
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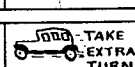
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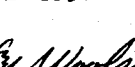
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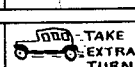
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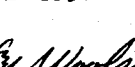
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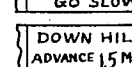
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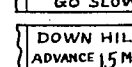
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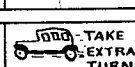
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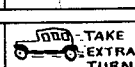
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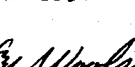
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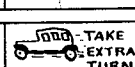
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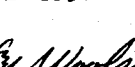
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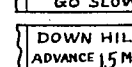
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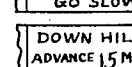
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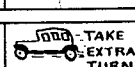
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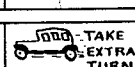
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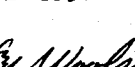
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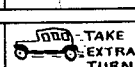
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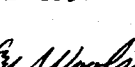
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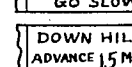
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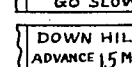
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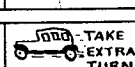
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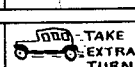
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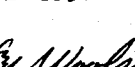
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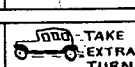
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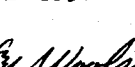
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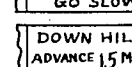
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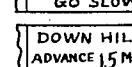
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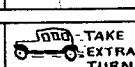
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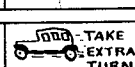
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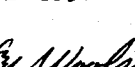
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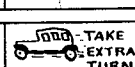
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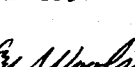
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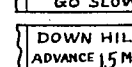
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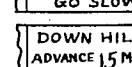
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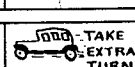
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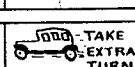
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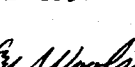
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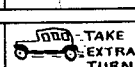
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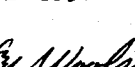
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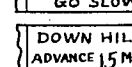
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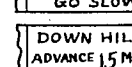
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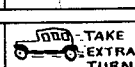
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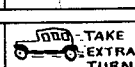
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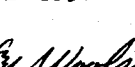
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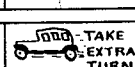
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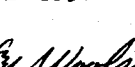
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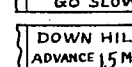
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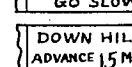
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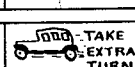
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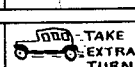
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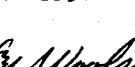
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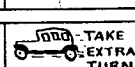
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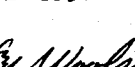
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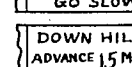
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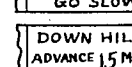
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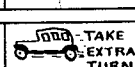
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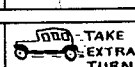
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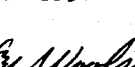
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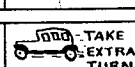
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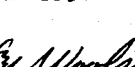
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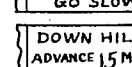
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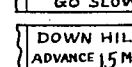
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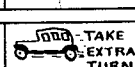
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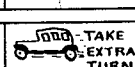
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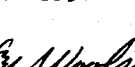
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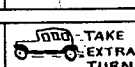
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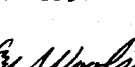
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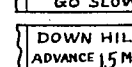
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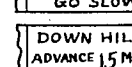
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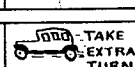
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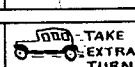
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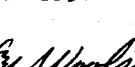
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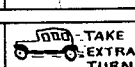
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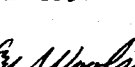
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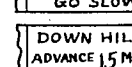
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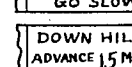
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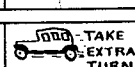
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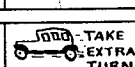
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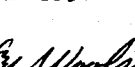
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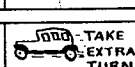
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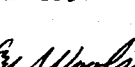
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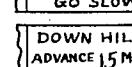
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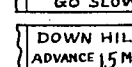
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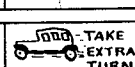
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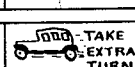
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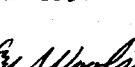
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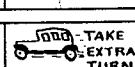
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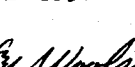
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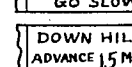
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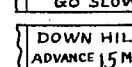
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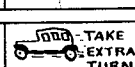
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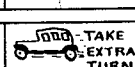
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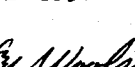
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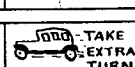
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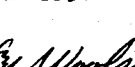
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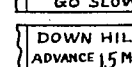
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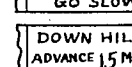
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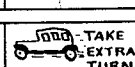
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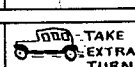
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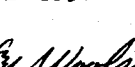
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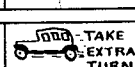
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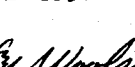
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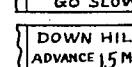
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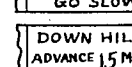
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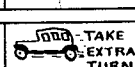
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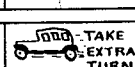
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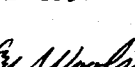
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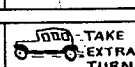
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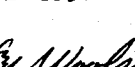
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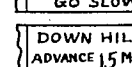
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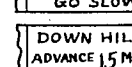
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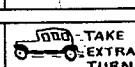
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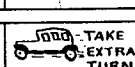
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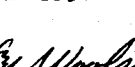
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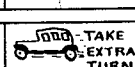
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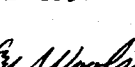
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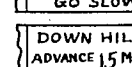
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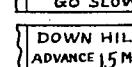
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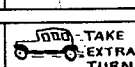
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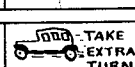
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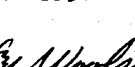
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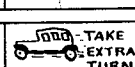
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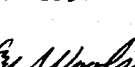
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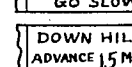
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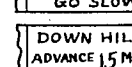
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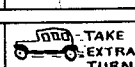
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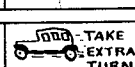
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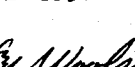
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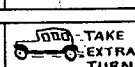
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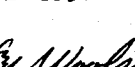
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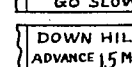
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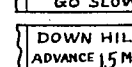
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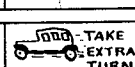
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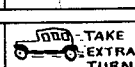
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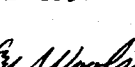
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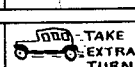
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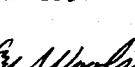
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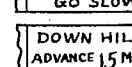
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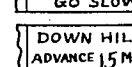
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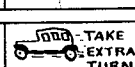
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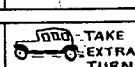
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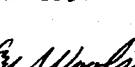
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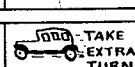
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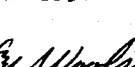
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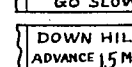
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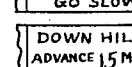
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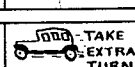
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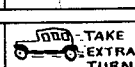
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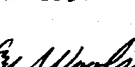
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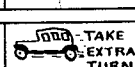
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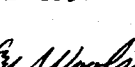
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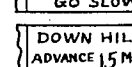
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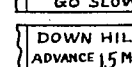
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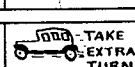
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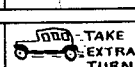
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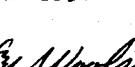
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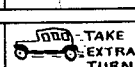
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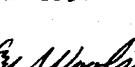
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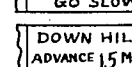
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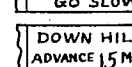
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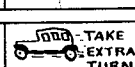
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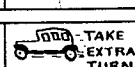
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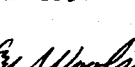
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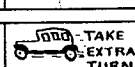
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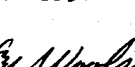
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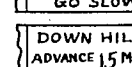
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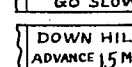
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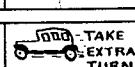
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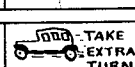
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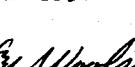
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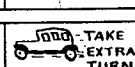
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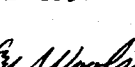
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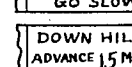
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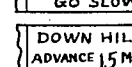
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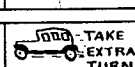
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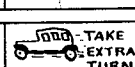
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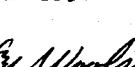
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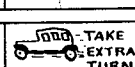
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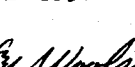
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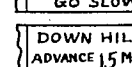
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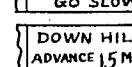
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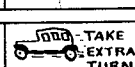
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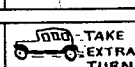
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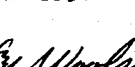
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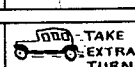
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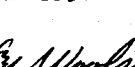
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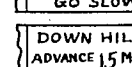
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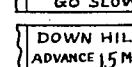
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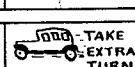
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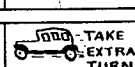
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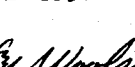
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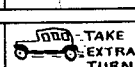
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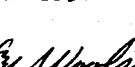
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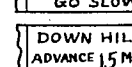
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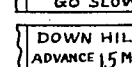
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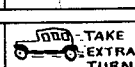
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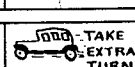
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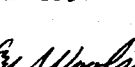
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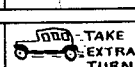
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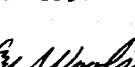
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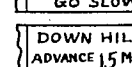
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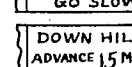
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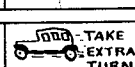
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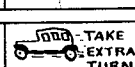
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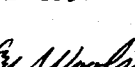
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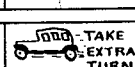
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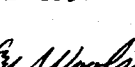
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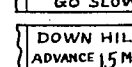
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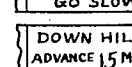
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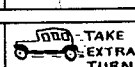
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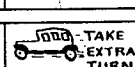
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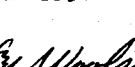
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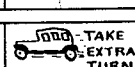
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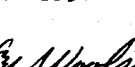
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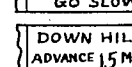
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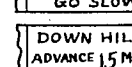
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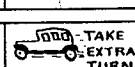
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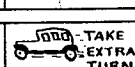
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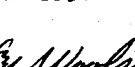
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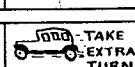
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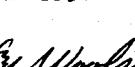
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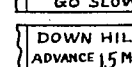
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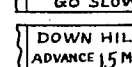
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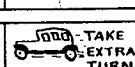
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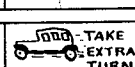
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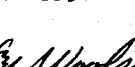
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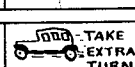
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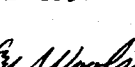
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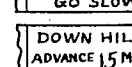
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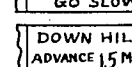
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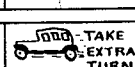
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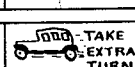
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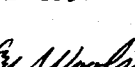
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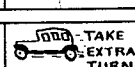
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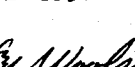
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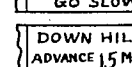
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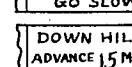
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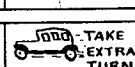
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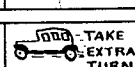
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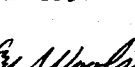
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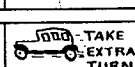
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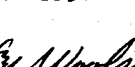
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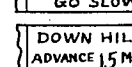
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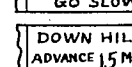
Fig 5  16

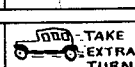
Fig 4  13

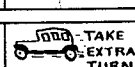
Fig 3  18

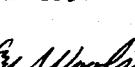
Fig 2  17

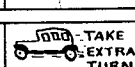
Fig 1  13

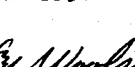
Fig 6  20

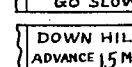
Fig 7  21

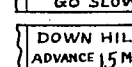
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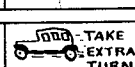
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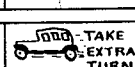
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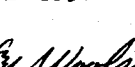
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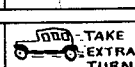
Fig 1  13

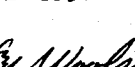
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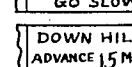
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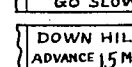
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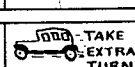
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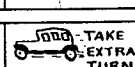
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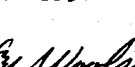
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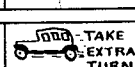
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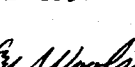
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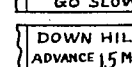
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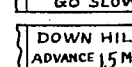
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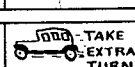
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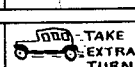
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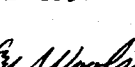
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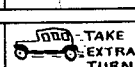
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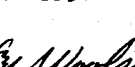
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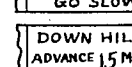
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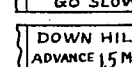
Fig 5  16

Fig 4

UNITED STATES PATENT OFFICE.

ALBERT WALTER LORENZ, OF SOUTH MILWAUKEE, WISCONSIN.

GAME.

Application filed November 3, 1922. Serial No. 598,804.

To all whom it may concern:

Be it known that I, ALBERT WALTER LORENZ, a citizen of the United States, residing at South Milwaukee, county of Milwaukee, and State of Wisconsin, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to an improvement in games. More particularly, this invention relates to an improvement in a game of the type in which each player is provided with a piece which is advanced over a route laid out upon a game board, the number of units of advance in any given turn being determined by chance.

It is the primary object of this invention to provide a game wherein a plurality of different routes are provided, such routes being of varying difficulty, and wherein the route to be followed by any given piece will be determined by chance.

As will be more particularly hereinafter set forth, this invention in its preferred form is embodied in a game known as "Touring" wherein the pieces of the several players represent touring cars and the object of the game is to tour between two designated towns in the fewest number of turns. The routes offered to the players are many and obstacles of varying difficulty are interposed in certain of the routes. It is an object of this invention to make a game of this character as realistic as possible and in this connection the particular means hereinafter to be disclosed for selecting a given route by chance during the progress of the game is of particular importance. I am aware that games have heretofore been devised wherein a piece arriving at a given point has been forced to take a comparatively devious route rather than a more direct route which it would have followed had it passed that point. Where routes are chosen in such a manner, however, it has not been possible to selectively direct a piece upon more than two different routes from the given spot. It is an object of the present invention to provide a game wherein a piece may be selectively directed to as many different routes as may be desired.

It is a further object of this invention to provide a game of the general character aforesaid and relating preferably to an automobile tour wherein the speed of the pieces may be governed under conditions approxi-

mating those of an actual tour. So far as I am aware, the only games in which a speed limit has heretofore been provided have been such that no piece could at any time exceed a given rate of travel. Obviously, this provision operates in practice to put a positive limit upon the number of units which any piece can travel in a given turn. It is contemplated that in connection with this invention a speed limit be provided which approximates more closely conditions of actual travel. As will be more clearly brought out hereinafter, the rules of the game prescribe certain speed limits. Under some circumstances, these limits may be exceeded without penalty. Under other circumstances, however, a piece exceeding the fixed rate of travel in a given turn will be temporarily detained.

Further objects of this invention are to provide a game wherein the advance of each piece will be subject as far as possible to conditions such as might be encountered in road travel in a motor vehicle, the character of the obstacles imposed in the different routes being such as to be suggestive of motor travel; to provide a game wherein as many as possible of the directions for playing are located upon the game board itself and need not be memorized by the players; to provide a game wherein the variety of routes provided and the character of the obstacles interposed in the different routes are such as to stimulate the interest of the players and to make the outcome doubtful throughout the game.

In the drawings:

Fig. 1 is a plan view of a game board adapted for use in connection with the game hereinafter to be described.

Fig. 2 is a detail view of a sign appearing on the game board.

Fig. 3 is a similar detail.

Fig. 4 illustrates a plurality of details of typical directions such as are printed at intervals upon the several units into which the routes are divided.

Fig. 5 is a detail typical of one of the buildings which are illustrated in connection with each of the towns appearing on the game board.

Fig. 6 is a perspective view of one of the dice which may be used in playing this game.

Fig. 7 is a perspective view of a second die which may be used in playing the game.

Fig. 8 is a detail view of a preferred piece for use with this embodiment of my invention.

Like parts are identified by the same reference characters throughout the several views.

The point of starting is designated upon the game board at 10 and the finish point is shown at 11 in the opposite corner of the board. Between the starting point and the finish, a plurality of devious routes designated in their entirety by the numeral 12 are provided. Each one of said routes is divided into units 13. It will be noted that at intervals the usual substantially rectangular unit 13 is replaced by circular units 14 designated with fanciful names and intended to represent towns lying in the course of travel. Each of said towns will preferably be provided with a city hall 15 and with a garage 16. Fig. 5 is a detail typical of the garages as they appear upon the game board.

The units 13 of route 12 may be designated at intervals with special directions to be followed by a player whose piece happens to come to rest upon a unit bearing such directions. The several units represented in Fig. 4 are typical of the directions to be found upon the route units 13 in the preferred embodiment of this game. It will be noted that all of such directions are typical of actual conditions which may be encountered during a tour by automobile. It will be understood, of course, that the directions laid out upon individual units 13 of the route may be varied, as desired, but it is preferred that such directions be of a nature adapted to conform to the objects of this invention and to suggest actual conditions of travel. The unit 13', for example, directs a player whose piece comes to rest upon that unit that his vehicle is to be considered to have broken a spring and that the piece must be returned to the garage 16' at the town 14'. Such an occurrence obviously might delay any tourist and the aforesaid set of directions, as illustrated at 15' in Fig. 4, may be considered as typical of the obstacles which are preferably interposed in the various routes.

It will be noted that in some instances, the pieces are advanced rather than retarded by the directions marked upon the unit upon which a piece comes to rest. For example, note the directions contained in unit 13'' advising the player to advance fifteen miles and stating the reason for such advance to be a down hill grade.

The units 13 may be taken to represent any desired distance of road travel. In the preferred embodiment of this game, each of said units and each of the units 14 is taken to represent a distance of five miles.

If five miles be taken as the distance represented by each unit, the number of such units over which a piece will be advanced during any given turn can conveniently be determined by selecting by chance a multiple of five.

It is preferred that a die be used to determine the rate of advance of each piece during any given turn. A six-sided die, such as represented in Fig. 6, may have inscribed upon its several faces the numbers, 5, 10, 15, 20, 25, and 30, three of which are shown in Fig. 6. It is possible, therefore, for any piece to be advanced from one to six units in a single turn according to which face of the die appears uppermost after the throw. In the event, however, that it is desired to advance the pieces over a greater distance, the die may conveniently be replaced by a so-called spinner, i. e., a needle rotatably mounted over a circle laid out into segments and having the several segments numbered in multiples of five. The use of such a device is well known in the art and is usually regarded as the full equivalent of a die for determining by chance the rate of advance of a piece over a game board. Obviously, it is immaterial to the playing of a game of this sort whether a die or a so-called spinner be used to determine the extent to which any given piece will be advanced in a single turn.

In this game it is preferred that each turn shall be considered an hour's travel so that the number disclosed by the uppermost face of the die following each throw will represent not only the distance or number of units for which the piece is to be advanced, but will also represent the speed per hour at which the piece is travelling. A signboard 17, indicated diagrammatically in Fig. 1 and shown in detail in Fig. 2, is erected near the starting point 10 and announces to all players that the speed limit on country roads is twenty-five miles per hour. Similar signboards 18 are illustrated on the board on various routes entering the cities or villages 14. Signboards 18 are shown in detail in Fig. 3 and instruct the players that the speed limit through the villages near which such signboards appear is fifteen miles per hour. Inasmuch as the die 20 shown in Fig. 6 provides for speeds as great as thirty miles per hour, it will be obvious that the individual pieces will occasionally exceed the designated speed limits. The excess, however, will not always result in a penalty. In this manner, interest is added to the game and conditions are made to approximate more closely actual conditions of road travel.

It will be noted that at a plurality of points along route 12 certain units 13''' bear the legend "speed cop," together with the name of the village from which the patrol-

man operates and the caution "Go Slow." Such a legend is shown in detail in Fig. 4. In the preferred embodiment of this game, the rules provide that any piece may exceed the designated speed limit with impunity as long as it is not moved completely across a unit 13''' bearing the "Speed Cop" legend. If the conditions of playing are such that a piece moves completely across a unit 13''', the penalty for speeding will attach and the player will be forced by the preferred rules to return his piece to the town from which the patrolman operates and to place the piece upon the area 15 designated as the city hall. If the piece does not wholly cross a patrol area 13''' but stops thereon after moving at a rate of speed greater than the prescribed limit, or, if the piece starts from such a patrolled area at a rate of speed in excess of the prescribed limit, the penalty will not attach. The interest attaching to a rule of the character is obviously much greater than would be the case if a positive limit were placed upon the speed at all points of the board.

The rules may provide for limiting the speed in the cities or villages 14. In such a case, a piece arriving in the village at a speed in excess of fifteen miles per hour will preferably not be subjected to the penalty. The same will hold true of a piece leaving a village at a speed in excess of fifteen miles per hour. If, however, a piece passes completely across any of the circles 14 at a rate of speed greater than fifteen miles per hour, the penalty will attach and the player will have to return his piece to the city hall of the village where the speed laws were transgressed.

One of the most interesting features of the game herein disclosed is found in the wide variety of routes which may be followed by the several pieces. In this respect, the present game, so far as I am aware, approaches more closely to actual conditions of travel than does any other game which has heretofore been devised.

It will be noted that at many points upon the board the routes divide and redivide to offer a wide variety of paths to the advancing piece. Preferably, no choice is afforded the player and the piece is directed by chance as to which of several paths it must follow. The greatest number of routes offered in any given place in the game board illustrated in Fig. 1 is three, but it will be obvious that the number need be limited only by the limitations imposed by the instrument of chance which is used to determine a selection.

For the purpose of determining which route a given piece will follow, I preferably provide a die 21 which may be similar in size and shape to the die 20 and may conveniently be distinguished therefrom in

color, if desired. The die 21 is also distinctively marked for it bears upon its faces characters which are also found upon the game board associated with the several routes thereon and which thereby serve to identify the route which a given piece will follow. The preferred die 21 has one face marked with the numeral 1, two faces marked with the numeral 2, and three faces marked with the numeral 3. The faces might, however, obviously be marked with numerals from 1 to 6, if so great a variety of routes were offered at any given point. Obviously, other reference characters might also be used to identify or designate the route to be followed. The well known spinner might also be used to determine the routes by chance and might be substituted for die 21 for this purpose.

In the preferred embodiment of this game, the rules will be such that each player will throw the dice 20 and 21 in each turn. The die 21, although it is cast with die 20 at each turn, will not be significant unless the advance of the piece as determined by the figures upon die 20 will carry the piece across a junction point of two or more routes. For example, supposing that at the time a given play is started, the player's piece rests upon the fourth unit, designated in Fig. 1 as 13'''. The first division point or junction point at which a choice of routes is afforded is at the "city" designated in Fig. 1 as "Oofsburg." Inasmuch as die 20 only provides for an advance of a maximum of six units in any given turn, it will be obvious that the reading of die 21 will be wholly insignificant to a player whose piece is upon unit 13''' of the route.

If, however, the piece were resting within two units of the city of Oofsburg, it will be obvious that his next play might well carry the piece beyond the city of Oofsburg in some direction. At such a time, the die 21 and the reading thereof may become significant and die 21 should be included with die 20 in the throw. Assuming that die 20 bears upon its uppermost face a number indicating that three or more than three units are to be advanced, the die 21 will control the choice of routes in the previously explained manner. If its uppermost face displays the numeral 1 or the numeral 2 in the embodiment herein disclosed, the piece will be directed upon the left hand route leading out of the city of Oofsburg. If, however, the die 21 should come to rest displaying the numeral 3 upon its uppermost face, the piece would be forced to take the right hand route leading out of the city of Oofsburg. It will be understood from the foregoing that in the event that the player under the circumstances above referred to should be authorized by die 20 to move his piece only two units or less in advance, the reading of the

die 21 would again lack significance since the move would not bring him to a point in the route where a choice of routes is afforded.

5 Mention has heretofore been made of speed limits set for "country roads" and for "cities." It is particularly to be noted that there is nothing on the board to indicate what the speed limit for cities shall be and
10 this speed limit may either be omitted entirely from the rules of the game or, if the rules provide for some definite speed limit, such a speed limit may be altered by agreement between the players prior to the start
15 of any given game. Thus a wide variety of possible arrangements as to this feature is provided for.

It is an important feature of the game, however, to have the speed limit upon country roads fixed at some predetermined amount both by the rules of the game and by specific directions printed upon the board. Such directions are illustrated diagrammatically at 17 in Fig. 1 and are shown more
20 specifically and in detail in Fig. 2. It will be remembered, however, that, corresponding to the fact as it exists in actual practice, the speed limit existing throughout all country roads is not enforced except in areas designated as being patrolled by "a speed cop."
25 As has previously been explained, the numbers upon the several faces of die 20 indicate the speed in miles per hour of a piece in addition to indicating the number of units which the piece will be advanced in a given turn, and if the speed per hour exceeds the predetermined speed limit at a time when the piece is forced to cross one of the units marked "Speed cop," the player will be
30 penalized and forced to return to the village designated upon the board as the town from which the "speed cop" operates; the player, if he be fortunate, can at other times exceed the speed limit without being penalized in any way. The result accomplished by this
35 novel feature of the game disclosed herein is very realistic and constitutes an important part of this invention.

It will be understood from the foregoing that the instructions and admonitions printed on the face of the board are to be followed implicitly by the players. In each
40 different embodiment of the game, these instructions will probably be varied to correspond to the actual world conditions which the game is devised to represent. In the present embodiment of this invention, the directions will preferably relate to conditions encountered in automobile touring, but
45 it would not depart from the spirit of my invention to incorporate into a game of the general type herein disclosed instructions and board markings indicative of boat or aeroplane races or any other contest wherein the above described features might prove
50 useful.

I claim:

1. A game including a playing surface having a path marked thereon in units, said path being divided to provide a plurality of routes, pieces adapted to be positioned
5 upon said units and progressively advanced upon said path to indicate the advance of the players, chance controlled means for determining the number of units to be advanced by a given piece in a given turn,
10 and chance controlled means for selectively determining independently of the number of units of advance which of said plurality of routes is to be followed by a given piece in advance of the time the piece
15 reaches the point at which said routes divide.

2. A game including a playing surface having a path marked thereon in units, said path being divided and sub-divided to provide a plurality of routes and, at one point,
20 more routes than two, pieces adapted to be positioned upon said units and progressively advanced upon said path, chance controlled means including route designating marks to a number greater than two and
25 arranged for fortuitous selection, one of said marks being applied to said playing surface to identify each of said routes where said path is sub-divided to provide more
30 than two thereof, and one of said routes where said path is divided to provide but two thereof being designated by a plurality of said marks.

3. A game including a playing surface having a path marked thereon in units and divided to form a plurality of routes, pieces adapted to be advanced by units upon said path and to indicate the progress of players, characters identified with certain of
35 said routes, chance controlled means for determining the number of units to be advanced by a piece in a given turn, and chance controlled means separately operable simultaneously with said first mentioned chance controlled means and adapted to present to a player a character corresponding to the character identifying one of said routes whereby a player's selection of route is determined simultaneously with
40 the determination of the number of units for which his piece is to be advanced.

4. A game including a board having a starting point and a finish point marked thereon, a path laid out in units between
45 said starting point and finish point and divided and subdivided to form a plurality of routes between said starting point and finish point, pieces adapted to be positioned upon said units and to be advanced progressively upon said path to indicate the progress of players between said starting point and finish point, a die having numerals upon its faces indicative of the number of units to be advanced by a piece, charac-

ters upon said board associated with certain of said routes at their starting points whereby said routes may be identified, and a die having upon its faces characters related to said first mentioned characters whereby when said die is thrown simultaneously with said first mentioned die, it will indicate to a player the route to be followed by his piece in the event that his piece reaches during that play a division point offering a plurality of alternative routes so identified.

5. A game of the type played on a board by advancing pieces for chance-determined distances upon a path divided into units and laid out upon said board, said game being characterized by the combination with a game board and a piece, of chance controlled means for determining the number of units of advance of said piece in any given move, and a legend designating an area within which a speed limit is applicable whereby to permit the use of rules providing that said piece cannot be moved through said area in excess of a predetermined distance in a given turn without a penalty attaching.

6. A game including a game board having a starting point and a finish point marked thereon with a route of travel laid out in units between said points, chance controlled means for indicating the rate and distance of advance of a piece in a given

turn, a legend on the board specifying a rate of travel less than the maximum available through said chance controlled means and a legend upon the board indicating a point which a piece cannot pass at a rate in excess of the rate so specified without being subjected to a penalty.

7. A game including a game board having a starting point and a finish point connected by a route divided into units with certain of said units particularly designated as cities and others of said units designated as areas patrolled by a policeman, of pieces adapted to be advanced over said route to indicate the progress of a player between the starting and finish points, chance controlled means for indicating the number of units to be advanced by each piece and simultaneously indicating the supposed rate of travel of said piece in miles per hour, and means for designating upon the board a rate of speed less than the maximum rate available by said chance controlled means, whereby said game may be utilized with rules requiring a piece passing said patrolled areas at a rate of speed greater than that designated to return to the next preceding city while permitting a piece to pass such patrolled areas without penalty if said chance controlled means indicate a lesser rate of speed than that designated.

ALBERT WALTER LORENZ.