May 15, 1928. 1,669,470

I. JASPER

GAME

Filed Sept. 2, 1927

FIG. 1.

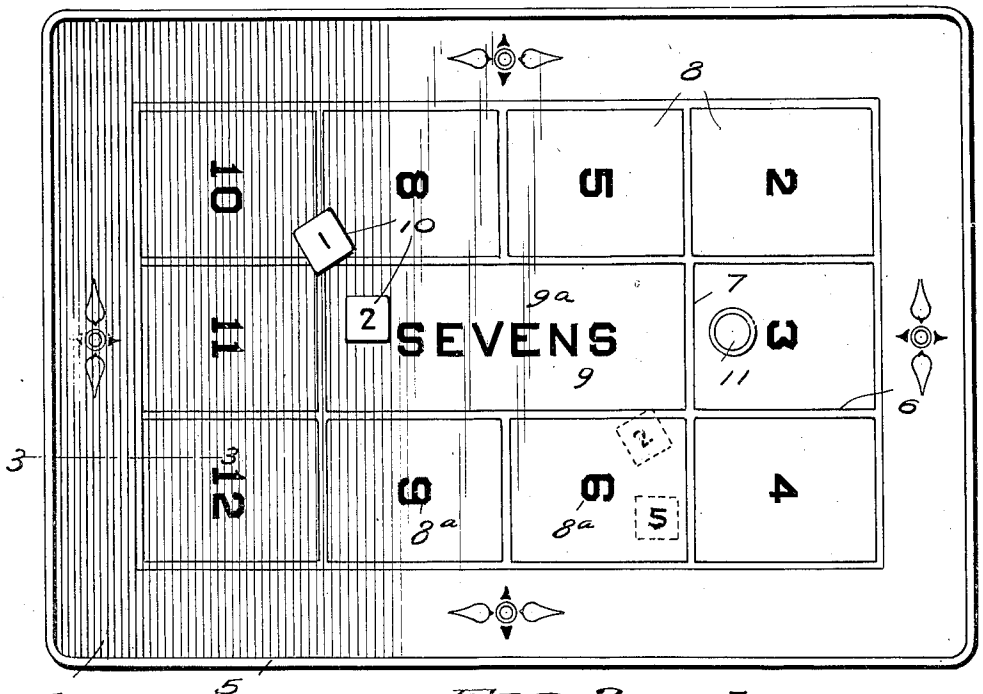


FIG. 2.

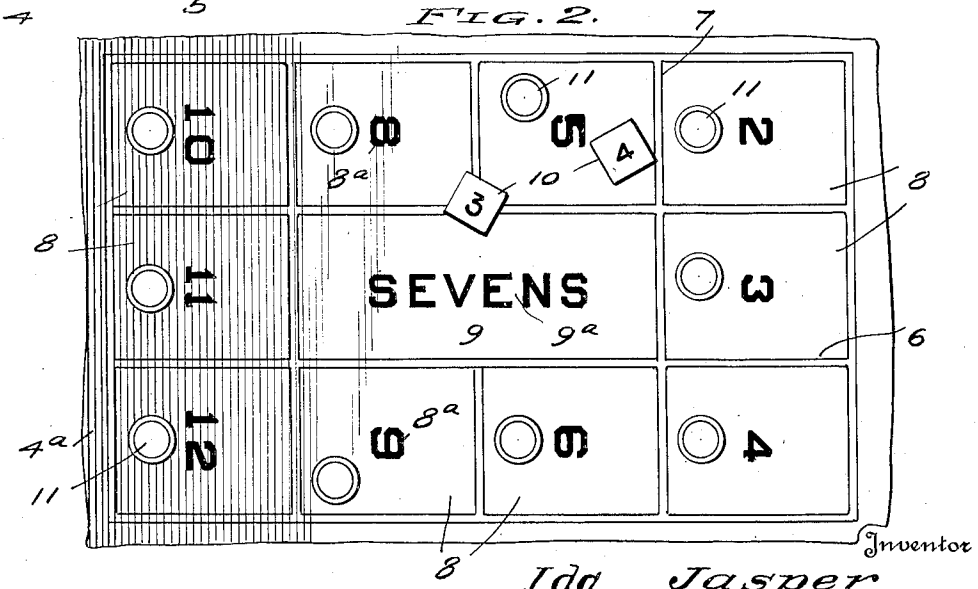
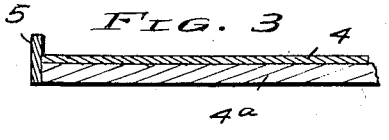


FIG. 3



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UNITED STATES PATENT OFFICE.

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GAME.

Application filed September 2, 1927. Serial No. 217,180.

My invention relates to improvements in games, and has for its primary object to provide a novel game in which any number of players may participate at the same time and which will afford amusement for children and adults alike.

The foregoing and other objects of the invention, as will become more apparent as the description proceeds, are attained by a novel combination and arrangement of parts to be hereinafter described and claimed,—reference being had to the accompanying drawing which illustrates the now-preferred form of the invention. It is to be understood, however, that various changes and modifications may be made without departing from the spirit and scope of the invention as claimed.

In the drawing, wherein the same reference characters are used to designate the same parts in all views,

Figure 1 is a plan view of a game board, indicating elements and chips employed in connection therewith in playing the game, the view being taken at the start of the first stage of the game.

Figure 2 is a similar view (partly broken) and showing the arrangement of elements at the start of the second stage of the game, and

Figure 3 is a fragmentary sectional view taken on line 3—3 of Figure 1.

Referring specifically to the drawings, 4 indicates a game board having a marginal rim 5, the board being divided by longitudinal and transverse lines 6, 7 into a plurality of equal areas 8 and a single, larger central area 9.

The areas 8 are sequentially numbered from "two" to "twelve", as denoted at 8^a,—omitting however number "seven" which is assigned to the larger central area 9 as indicated by 9^a. In order that the numerical designation 9^a of area 9 may stand out boldly in contrast to designation 8^a, it is printed out in letters—designations 8^a being merely numerals.

In playing the game an indicator,—here shown as a pair of dice 10, is employed to denote the placement or removal of chips 11 upon or from areas 8 as will now be described.

At the commencement of the game, each player is given a certain number of chips 11, the board 4 being clear of chips. The players throw the dice 10 in turn and after each throw he places a chip 11 upon the area 8 whose indicating numeral 8^a is produced by adding together the figures on the upturned faces of the two dice. A player throwing a "seven" is not required to ante a chip 11. The throwing of the dice 10 by the respective players in turn continues until there is at least one chip in each area 8. This concludes the first or "ante" stage of the game.

Following is the "dividend" stage of the game,—that is to say, wherein the players remove the chips from the board according to the upturned numbers of the dice 10 or indicators. The dice 10 are thrown in turn by the players as before, but instead of "anteing" a chip 11 in the area 8 corresponding to the number thrown the player removes all chips 11 from the area corresponding to the aggregate number appearing on the upturned faces of the dice 10. However, should a player throw a "seven" he is entitled to remove all of the chips 11 from the board.

The object of the game is, of course, to accumulate chips. The number of areas 8, 9 (here shown as eleven) corresponds to the number of possible numbers that may be produced by adding the numbers of any two faces of the dice 10. Interest is made particularly keen in the "dividend" stage of the game because of the fact that the number of chips 11 on the areas 8 will vary from one to a considerable number; also since it will frequently happen that a player will throw a number which has already been thrown and consequently there will be no chips 11 on the particular area 8 indicated.

In Figure 1 the dice 10 have been thrown (as per full lines) to expose the numerals "one, two",—which indicates that a chip 11 must be placed upon the area whose number is "three". The additative value of the dotted-lined dice 10 (Figure 1) is "seven" and consequently the player does not ante.

As per Figure 2 (showing the "dividend stage") the additative value of the exposed faces of the dice 10 is "seven" and consequently the player is entitled to take in all chips 11 on the board. The board 4 may have a backing or base 4^a as shown.

Having thus described my invention, what I claim as new and desire to secure by Letters Patent is:—

A game comprising a board divided into a plurality of substantially equal marginal

spaces and a central space of larger dimensions surrounded by said marginal spaces, consecutive numerical designations on the marginal spaces and a written legend on the central space consisting of one of the consecutive numbers, a pair of dice having consecutive numerical designations, the summation of any two numbers one on each die always correspnding to a number on one of said spaces, chips corresponding to at least double the number of numbered spaces on the board.

In testimony whereof I affix my signature.

IDA JASPER.