E. C. LEONARD.

GAME.

APPLICATION FILED JULY ., 1916.

**1,208,992.** Patented Dec. 19, 1916.

Fig. 1

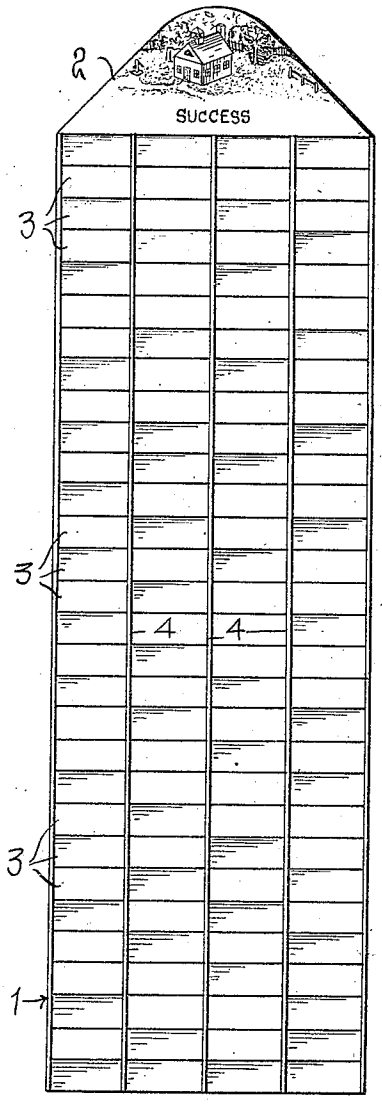



Fig. 2

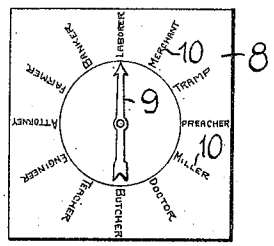



Fig. 3

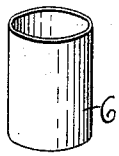
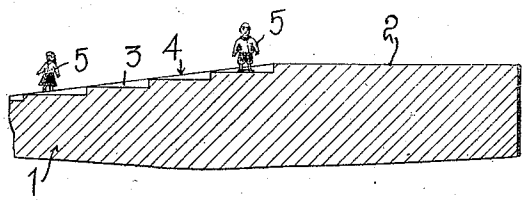



Fig. 4




Fig. 5




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# UNITED STATES PATENT OFFICE.

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## GAME.

1,208,992. Specification of Letters Patent. Patented Dec. 19, 1916.

Application filed July 3, 1916. Serial No. 107,418.

*To all whom it may concern:*

Be it known that I, EVA C. LEONARD, a citizen of the United States, residing at Thompson, in the county of Susquehanna and State of Pennsylvania, have invented certain new and useful Improvements in Games, of which the following is a specification, reference being had to the accompanying drawings.

This invention relates to certain improvements in games and has relation more particularly to a game wherein the playing thereof is chance controlled; and it is an object of the invention to provide a game whereby a maximum of amusement may be afforded.

The invention consists in the details of construction and in the combination and arrangement of the several parts of my improved game whereby certain important advantages are attained and the device is rendered simpler, less expensive and otherwise more convenient and advantageous for use, all as will be hereinafter more fully set forth.

The novel features of the invention will hereinafter be definitely claimed.

In order that my invention may be the better understood, I will now proceed to describe the same with reference to the accompanying drawings, wherein—

Figure 1 is a view in top plan of a game board constructed in accordance with an embodiment of my invention; Fig. 2 is a view in top plan of one of the members comprised in the game as herein set forth; Fig. 3 is a view in perspective of a container or cup as herein disclosed; Fig. 4 is a view in perspective of one of the pellets as contained in the present invention; and Fig. 5 is a fragmentary view in longitudinal section of the game board as herein embodied.

As disclosed in the accompanying drawings, 1 denotes a base board of predetermined dimensions and preferably rectangular in form with the upper surface of one end portion higher than the opposite end of the board, and said end portion 2 has produced thereon a fanciful representation such as a school building or the like with the word "Success" therebeneath, although it is to be understood any other representation or word or phrase may be employed as may be desired.

The portion of the base board between the lower end thereof and the end portion 2 is provided with a longitudinally disposed series of steps 3, preferably thirty in number, and the stepped portion is divided longitudinally through the medium of the upstanding dividing strips 4 into a plurality of playing fields and up which the players are adapted to move an object 5.

As many objects 5 may be employed as desired and it is preferred that the same be preferably in simulation of a child of either sex, and the object of the game is to have a player carry an object up and along his particular field until the same reaches the end portion 2 of the board and the first player to accomplish this result is adjudged the winner.

In playing the game it is preferred that a receptacle 6 preferably of cup formation be employed and into which are initially placed a predetermined number of pellets 7, each of said pellets 7 being of substantially the same shape as a coffee bean whereby a substantially straight surface is afforded together with a substantially convex surface opposed thereto. A player is adapted to thoroughly shake the pellets within the cup and then drop the same upon a suitable surface and said player will move his object 5 up a number of steps in accordance with the same number of the pellets discharged from the receptacle 6, which may have their substantially straight faces uppermost. By having the pellets 7 of this particular shape it has been found that increased amusement is afforded and by having the playing field stepped, the child has impressed upon his or her mind the object lesson of the steps of life which lead to success or to the accomplishment of any fixed purpose.

From the foregoing description, it is thought to be obvious that a game constructed in accordance with my invention is of an extremely simple and comparatively inexpensive nature and is particularly well adapted for use by reason of the convenience and facility with which it may be assembled, and it will also be obvious that my invention is susceptible of some change and modification without material departure from the principles and spirit thereof and for this reason I do not wish to be understood as limiting myself to the precise arrangement and formation of the several parts herein shown in carrying out my invention in practice, except as hereinafter claimed.

In order to increase the amusement, I find

it of advantage to provide the plate 8 having mounted thereon the rotatable spinner or index 9 which is adapted to coact with the indications 10, said indications being preferably the names of various professions. When a player succeeds in placing his object 5 upon the goal or portion 2, he or she rotates the spinner to determine which of the trades he will follow or to denote the trade her husband will follow.

I claim:

A game including an elongated base board provided with a longitudinally disposed series of steps, and strips disposed longitudinally of the stepped portion of the board and in transverse spaced relation for dividing the stepped portion of the board into a plurality of parallel playing fields, the portion of the board beyond the uppermost step thereof constituting a goal common to each of the playing fields.

In testimony whereof I hereunto affix my signature in the presence of two witnesses.

EVA C. LEONARD.

Witnesses:
ALMIRA J. HUBBARD,
BESSIE B. LEWIS.