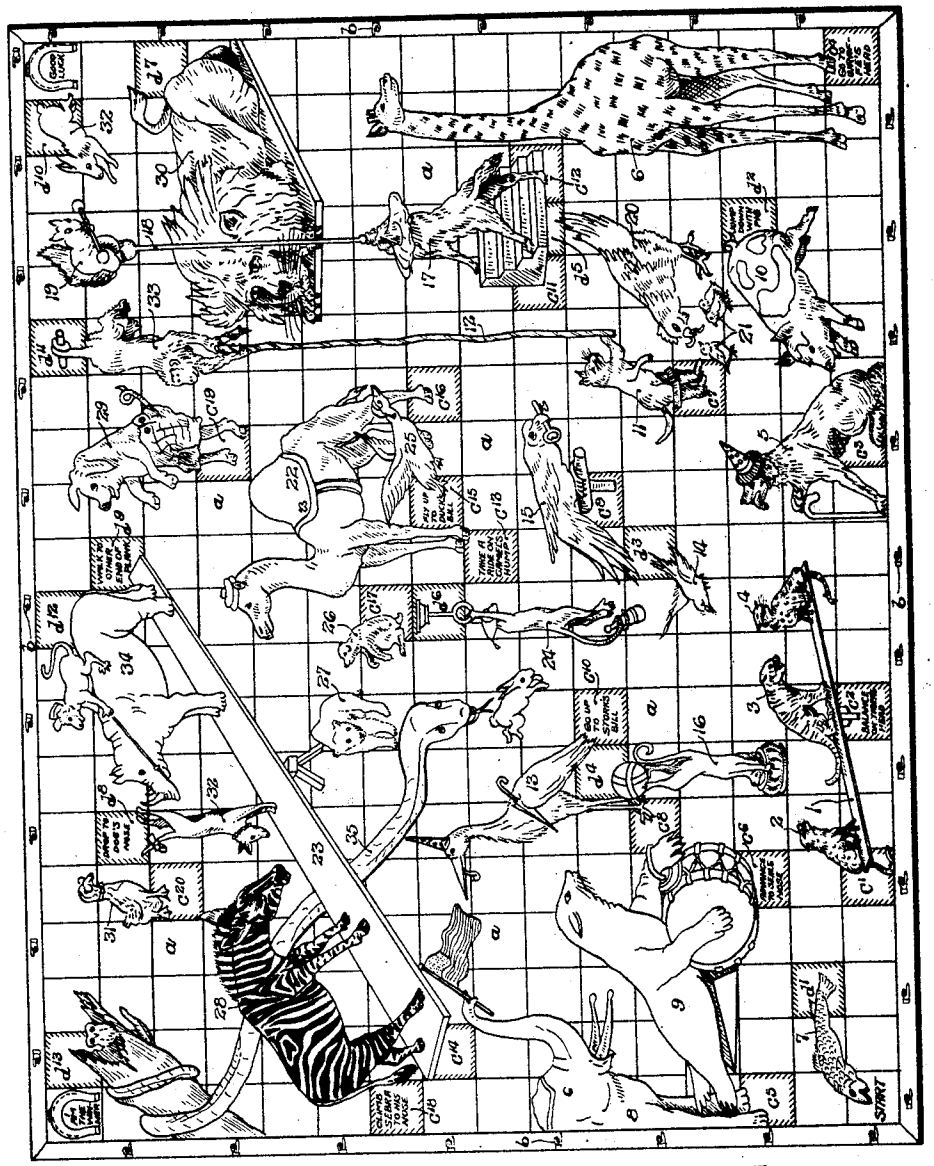
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GAME

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HIS ATTY.

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GAME.

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My invention is concerned with games of the type in which a game board is employed having thereon a regular path divided into spaces from start to finish, and in which the chance of a dice thrown or a top spun or some such means determines how many spaces the player shall advance at each playing turn, and in which various extra gains or losses in the progress from start to finish result from the indicated move stopping in certain gain or loss spaces, and is designed to improve such games by making them of educational value. In these games as heretofore ordinarily laid out, where an extra gain or a loss resulted from stopping in a gain or loss space, the direction of the extra movement forward or backward was not indicated, and said extra movement would be forward or backward, as the case might be, in the regular path. In my invention, I place between each of these gain or loss spaces and the associated space to which the player must move from the associated gain or loss space, a picture or other instruction material obviating the necessity of counting backward or forward on the regular path to determine where said associated space is, thus making the game somewhat easier for children to play and enabling them to learn the game more readily and play it more rapidly.

Where my invention is employed for educational purposes as primarily intended, as in the exemplification shown, for teaching elementary zoology, I utilize the instruction material (in this case some particular zoological picture) for forming an indication of the short cut path from the gain or loss space to its associated space, and to impress on the child's mind the information to be imparted by playing the game, I place on the gain or loss space directions as to how to get to the associated space by instructing the player to move to a certain part of the animal, or along something associated with the animal, thus associating the name of the animal with its picture and possibly with specific parts thereof every time it is encountered in playing the game.

To illustrate my invention in a preferred form, I annex hereto a sheet of drawings in which the figure represents the surface of a game board with the necessary spaces, figures and directions thereon.

In adopting an arbitrary arrangement for an exemplification of my invention, I divide the surface of the board into three hundred and twenty square spaces, most of which, if marked at all, are designated by reference character *a*, and I utilize the one constituting the lower left hand corner for the starting point. It will, of course, be understood that each player has an identifying piece, different from those of all the other players, to rest on a square like a checker, and that the game is played by each player in turn throwing a dice or spinning a top, and moving his piece forward as many spaces as the number thrown or spun calls for. The regular progression is horizontally from the start to the lowest right hand space, as indicated by the series of index hands *b* placed at the bottom of the figure, thence upward to the next row, and then horizontally across the board to the left, as indicated by the index hand to the right of said row, thence up to the third row and horizontally across to the right, as again indicated by the index hand, and so on until the goal is reached at the uppermost left hand space which constitutes the goal, and on which I have placed the legend "I am the winner" inside of a horseshoe. There is, of course, one of the index hands *b* at the end of each horizontal row to indicate the direction of movement on that particular row.

A certain number of the spaces, generally characterized by the reference letter *c*, I may call gain spaces for the reason that if after making any move indicated by the dice or top the player's piece is placed on one of said spaces he has the right to continue his advance to some other space associated with that particular gain space and closer to the goal, which other space is indicated in some manner on the gain space, as will be later pointed out. There are also certain other penalty or loss spaces generally characterized by the reference character *d*, from which the player must move his piece back, if his throw or spin happens to bring him to one of said loss spaces. Each of the loss spaces has associated with it another space, back of it, to which the player is directed to return by the legend or indication upon the associated loss space. The gain spaces *c* and loss spaces *d* are preferably colored differently from the ordinary spaces *a* and differently from each other, as for instance, I ordinarily color the gain spaces *c* blue and the loss spaces *d* red, while the ordinary spaces *a* are the natural color of the board.

Starting from the lower left hand corner and following the first row to the right,

the first gain space c' is marked "Tee-der tod-der up to other end", reference being had to the plank 1 upon which are placed the two leopards 2 and 4 and the tiger 3. This, of course, means that the player advances up the plank to the space at the upper and occupied by the tiger 3. Passing on to the right, the gain space c^2 has the legend "Balance on tiger's head", which, of course, indicates that the player's piece is to be moved up to the space occupied by the head of the tiger 3. Passing on to the gain space c^3 it has the legend "Go up to tip of hat", obviously meaning that the player lucky enough to stop on this space moves his piece to the space occupied by the tip of the hat on the dog 5. Passing on to the gain space c^4, it bears the legend "Go to giraffe's horns", this direction obviously meaning that the fortunate player makes the remarkable gain embodied in passing to the space occupied by the horns of the giraffe 6. Passing now to the left over the second row from the bottom, the loss space d' is encountered, which bears the legend "Poor fish, start over again", this, of course, obviously meaning that the unfortunate player has to move his piece along the body of the fish 7 to its head, which is in the starting space. Passing now to the third row, the gain space c^5 is immediately encountered and carries the legend "Go to end of elephant's trunk", meaning, of course, that the player passes directly along the line of the elephant 8 to the space in which his trunk terminates. Passing to the left, the gain space c^6 is encountered, bearing the legend "Advance to seal's nose", obviously meaning that the player moves directly up to the space occupied by the nose of the seal 9. Continuing to the right, the loss space d^2 is encountered, bearing the legend "Jump down with pig", meaning that the player has to move back down to the space occupied by the front feet of the pig. 10. Going to the left on the fourth row, the gain space c^7 is encountered, bearing the legend "Help puss pull on rope", meaning that the player moves up the body of the cat 11 to the lower end of the rope 12. Coming back on the fifth row, the gain space c^8 is encountered bearing the legend "Go up to tip of stork's hat", obviously meaning that the player advances his piece to the space in which the tip of the hat on the stork 13 terminates. Continuing to the right, the loss space d^3 is encountered bearing the legend "Fly down to bird's bill", obviously having reference to the movement on the bird 14 to its bill. Coming back to the right on the row above, the gain space c^9 is encountered bearing the legend "Go to polly's key for success", meaning that the player is to move to the space occupied by the key held in the beak of the parrot 15. Passing on to the left the gain space c^{10} is encountered bearing the legend "Go up to stork's bill", obviously meaning that the player moves his piece to the space occupied by the bill of the stork 13. The next space, the loss space d^4, bears the legend "Rest yourself on cushion down below", having reference to the movement of the piece down the body of the monkey 16 to the space occupied by the cushion where the monkey is standing on its head. Passing to the right on the next row above, the gain space c^{11} is encountered, carrying the legend "Balance on squirrel's ears", obviously meaning that the player is to pass on the path indicated by the body of the dog 17, the rod 18 on its nose, and the squirrel 19 on the top of the rod to the space occupied by the squirrel's ears. Passing to the right the next space, the loss space d^5, bears the legend "Drop down and feed chickens", reference being had to the obvious movement down the body of the hen 20 to the space occupied by the chickens 21. The next space, the gain space c^{12}, has the legend "Advance to tip of squirrel's tail", obviously meaning that the player passes over the same path as from the gain space c^{11} to the space in which the tip of the squirrel's tail terminates. Passing to the left on the next row above, the gain space c^{13} is encountered carrying the legend "Take a ride on camel's hump", meaning, of course, that the player's piece is advanced over the camel 22 to the space occupied by its hump. Passing to the next row above near the left hand end, we find the gain space c^{14} carrying the legend "Walk to other end of plank," obviously meaning that the fortunate player advances up the plank 23 to the space in which its upper end terminates. Continuing to the right in the same row the loss space d^6 is encountered carrying the legend "Drop to monkey's feet", meaning that the player moves down to the space in which the feet of the monkey 24 are found. Continuing to the right the gain space c^{15} is encountered bearing the legend "Fly up to duck's bill", meaning that the player moves to the space in which the bill of the duck 25 is found. Continuing to the right the gain space c^{16} is encountered bearing the legend "Go to camel's forehead", obviously meaning that the player advances to the space in which the forehead of the camel 22 is found. Returning to the left in the row above the gain space c^{17} is encountered bearing the legend "Step up to small bear's head", meaning that the player steps up to the space occupied by the head of the cub or small bear 26. Continuing to the right in the same row, the gain space c^{18} is encountered bearing the legend "Climb zebra to his nose", obviously meaning that the player moves over the zebra 28 to the space in which its nose is found. The next two rows contain no gain or loss spaces, and passing on the third row above, the gain space c^{19} is encountered carrying the legend "Go to pig's right ear" meaning, of course, that the

player advances over the body of the pig 29 to the space occupied by its right ear. Passing to the left hand end of the next row above, the loss space d^7 bearing the legend "Spring down to lion's left paw", obviously meaning that the player thus penalized moves down the lion's body to the space occupied by the left paw of the lion 30. Passing to the left in the same row, the gain space c^{20} is encountered carrying the legend "Go up and wipe duck's glasses", meaning, of course, that the player moves his piece up to the space occupied by the head of the duck 31. Going up to the next row, the loss space d^8 is encountered bearing the legend "Drop to dog's nose", meaning that the player moves down to the space occupied by the nose of the dog 32. Continuing to the right in the same row, the loss space d^9 is encountered bearing the legend "Walk down to end of plank", obviously meaning that the player moves his piece down to the lower end of the plank 23. Passing on to the right hand end of the uppermost row, the loss space d^{10} is encountered bearing the legend "Hop down with bunny", obviously meaning that the player moves to the space occupied by the nose of the rabbit 32. Continuing to the left, the loss space d^{11} is encountered bearing the legend "Slide to bottom of rope", obviously meaning that the player moves down the body of the monkey 33 to the space in which the lower end of the rope 12 held by it terminates. Continuing to the left, the loss space d^{12} is encountered carrying the legend "Climb down to rhinoceros' mouth", obviously meaning that the unfortunate player goes back to that particular space occupied by the mouth of the rhinoceros 34. Passing on to the left, the last loss space d^{13} is encountered, carrying the legend "Wiggle down to snake's head", meaning, of course, that the player moves his piece back to the space occupied by the head of the snake 35.

The method of playing the game will be fully understood from the foregoing description, and while I have embodied my invention in one exemplification, it will be understood that it is capable of modifications, and that it is not limited to any particular set of figures to form the connections between the gain or loss spaces and the associated spaces, and that I do not desire to be limited in the interpretation of the following claims except as may be necessitated by the state of the prior art.

What I claim as new and desire to secure by Letters Patent of the United States, is—

1. In a child's educational game played by moving the player's piece over a board to a goal, a board provided with a progression of spaces from a starting point to a goal, pictures of many different objects scattered over and affixed to said board, each occupying some part or all of a plurality of spaces, and directions for play, each direction naming one of the objects and placed on one of the spaces occupied by said object and calling for a movement from said direction space to some part of the object on another space, thereby impressing on the child as it plays the game the appearance and name of the object.

2. In a child's educational game played by moving the player's piece over a board to a goal, a board provided with a progression of spaces from a starting point to a goal, pictures of many different animals scattered over and affixed to said board, each occupying some part or all of a plurality of spaces, and directions for play, each direction naming one of the animals and placed on one of the spaces occupied by said animal and calling for a movement from said direction space to some part of the animal on another space, thereby impressing on the child as it plays the game the appearance and name of the animal, as well as the parts of the animals.

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