Nov. 3, 1925. 1,559,954

H. E. GIFFORD

GAME

Filed Oct. 27, 1922

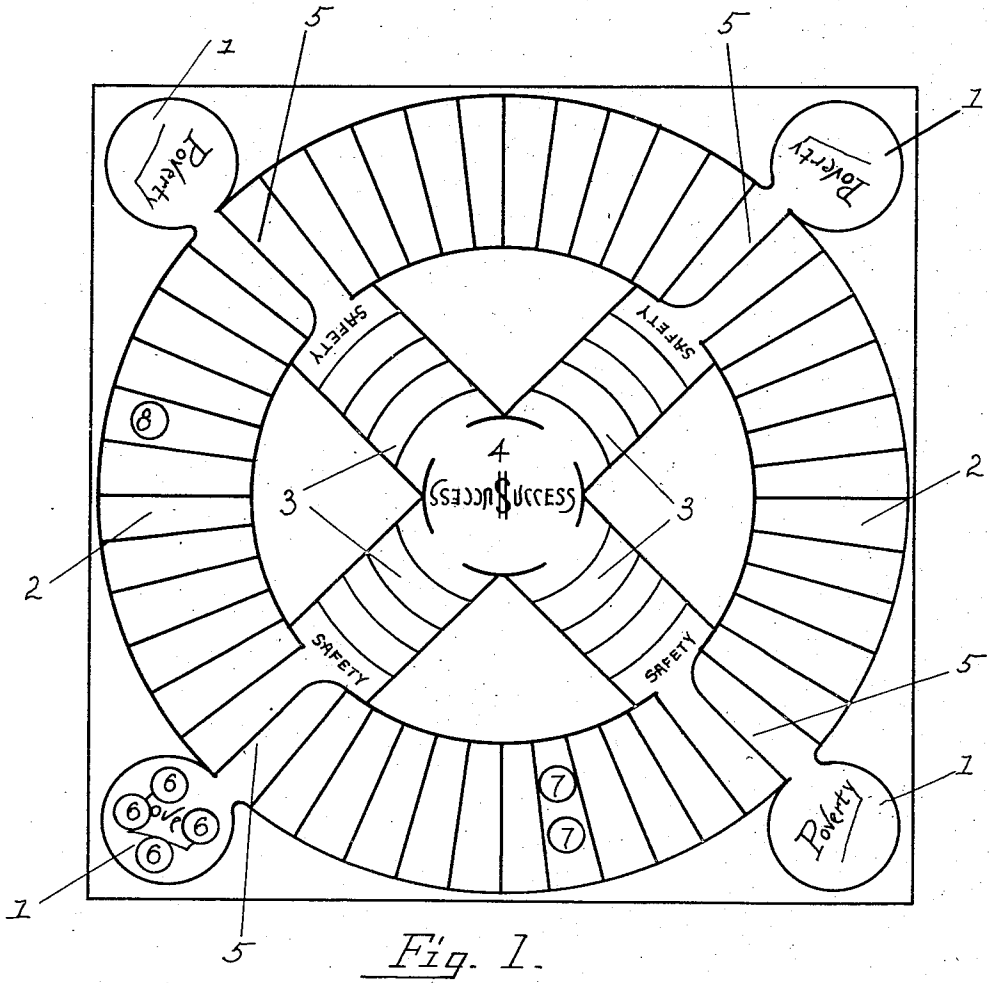


Fig. 1.

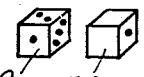
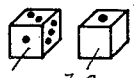
Fig. 2. 

Fig. 3. 

Harry E. Gifford
Inventor.

Patented Nov. 3, 1925. 1,559,954

UNITED STATES PATENT OFFICE.

HARRY E. GIFFORD, OF MEDFORD, MASSACHUSETTS.

GAME.

Application filed October 27, 1922. Serial No. 597,398.

To all whom it may concern:

Be it known that HARRY E. GIFFORD, of Medford, in the county of Middlesex and State of Massachusetts, has invented certain new and useful Improvements in Games, of which the following is a specification.

My invention consists of a game comprising a board having spaced areas upon its surface, over which several discs, called men, are moved as indicated by dice, one die indicating backward moves of the men, and other die indicating forward moves of the men. The areas consist of a rest area from which the first move is made; a circular area over which the men are moved after being moved from the rest area; an area positioned between the circular area, and in line between the rest area and a finish area at the center of the board, thus giving four types of areas, the men being moved over them in the succession as named above. In addition to the above features there is that of a dividing line between the space of the second or circular area, on which the men are first moved, and the space directly to the left thereof, which plays a very important part in the game. Whenever the men are moved backward, to the left, and pass over this line, they are then opposite the entrance to the third area, and further moves of the men forward, toward the right, are made over the third area to the fourth or last area. The first area I call Poverty; the second area or circle I divide into 48 spaces; the third area I divide into five spaces, the first of which I call Safety, because after a man has reached this space it is exempt from the backward moves; the fourth area I call Success.

The die I use in this game are of two types; the dice indicating the backward move is blank on all but one side and that side has a single spot, is colored, or decorated in any manner desired. It has no value in the play unless this treated side remains upward after the die are thrown. The other die (one or more may be used) are of the ordinary markings of one to six spots on the surfaces thereof.

To assist in the description of my invention I have executed the accompanying drawing in which I have illustrated all of the details mentioned above, and in which:

Figure 1 is a plan view of my game.

Figure 2 illustrates position of dice indicating a forward move.

Figure 3 illustrates position of dice indicating a backward move.

Similar numerals refer to similar features in all of the figures; 1—1—1—1 indicate rest areas; 2—2—2—2 indicate circular areas; 3—3—3—3 indicate the third area; 4 indicates the finish area; 5—5—5—5 are the division lines indicating change in direction of movement of men; 6—6—6—6 are men at rest before first move is made; 7—7 are two men of like color on the same space, forming a block; 8 a man moving over area 2; 9 a die indicating a forward move, unless die 10 rests as shown in Fig. 3, when the latter indicates the backward move of the man.

In the drawing area 2 is circular and divided into 48 spaces, while area 3 is divided into 5 spaces. I do not confine myself to the shape of area 2 or the number of divisions into which areas 2 and 3 shall be divided.

The new features of my game are the use of two type of dice, one of which signifies a forward move, and the other a backward move of the men; also the line 5 which changes the direction of the movement of the men, should they be moved toward the left, over the line. But one backward die can be used, but more than one forward die may be incorporated in the game for each player.

In playing the game entrance is made from area 1 to area 2 by the throw of "one" by die 9. Whenever a man remains in area 1, un-entered, entrance must be made regardless of the indication of die 10. Should any number be indicated by die 9, and all men have been entered, and die 10 shows a blank side uppermost, the move is to the right; should die 10 however show its marked side uppermost, the move is to the left. Should a man be moved cross line 5 toward the left, it cannot re-cross that line, as all moves to the right must then be from area 2 to area 3. Two men of like color on the same space form a block against all other men regardless of color.

Having thus illustrated and described my game, so that the ordinary mind can fully comprehend the same, what I claim and wish to protect by United States Patent, is:—

1. A game comprising a board having various areas over which discs called men are moved by 2, 3, or 4 players; one die

having one side indicative of backward moves; one or more ordinary dice indicative of forward moves; and several men or discs of a distinctive color for each player, as described and for the purpose specified.

2. A game consisting of a board, men and dice; said board having an area at each corner marked Poverty; one spaced circular area; one central area marked Success; and four straight spaced areas between the circular area and Success area, and in line between Poverty and Success areas, the outer space of each being marked Safety; an equal number of men or discs for each player for moving over said areas, the men of each player having a distinctive color; one or more ordinary dice indicating forward moves, and one die indicating backward moves of the men; and a designated line 5 across the area indicating a change in direction of movement of men should they cross it in moving toward the left; all as shown and described.

3. A game comprising a board having areas over which men are moved, in combination with men and dice, one die indicating the backward move of the men, said backward move being advantageous to the player should he move to the left of line 5, which is the divisional line at the left of the space of entrance, and which cannot thereafter be crossed again by the same man when moved to the right, all additional moves to the right being through the short area with space marked "Safety", to "Success"; all as shown and described.

4. In a game, in combination—A board having four circular areas 1—1—1—1 marked Poverty; one circular spaced area 2 having entrance from Proverty areas; four spaced areas 3—3—3—3 having one space marked Safety; and a central area marked Success having entrance from areas 3—3—3—3; line 5 in area 2 being emphasized; one die indicating backward move of men, and one or more dice indicating forward moves of men; and four men or discs for each player, of a distinctive color; as described and for purpose specified.

In testimony whereof I have affixed my signature.

HARRY E. GIFFORD.