

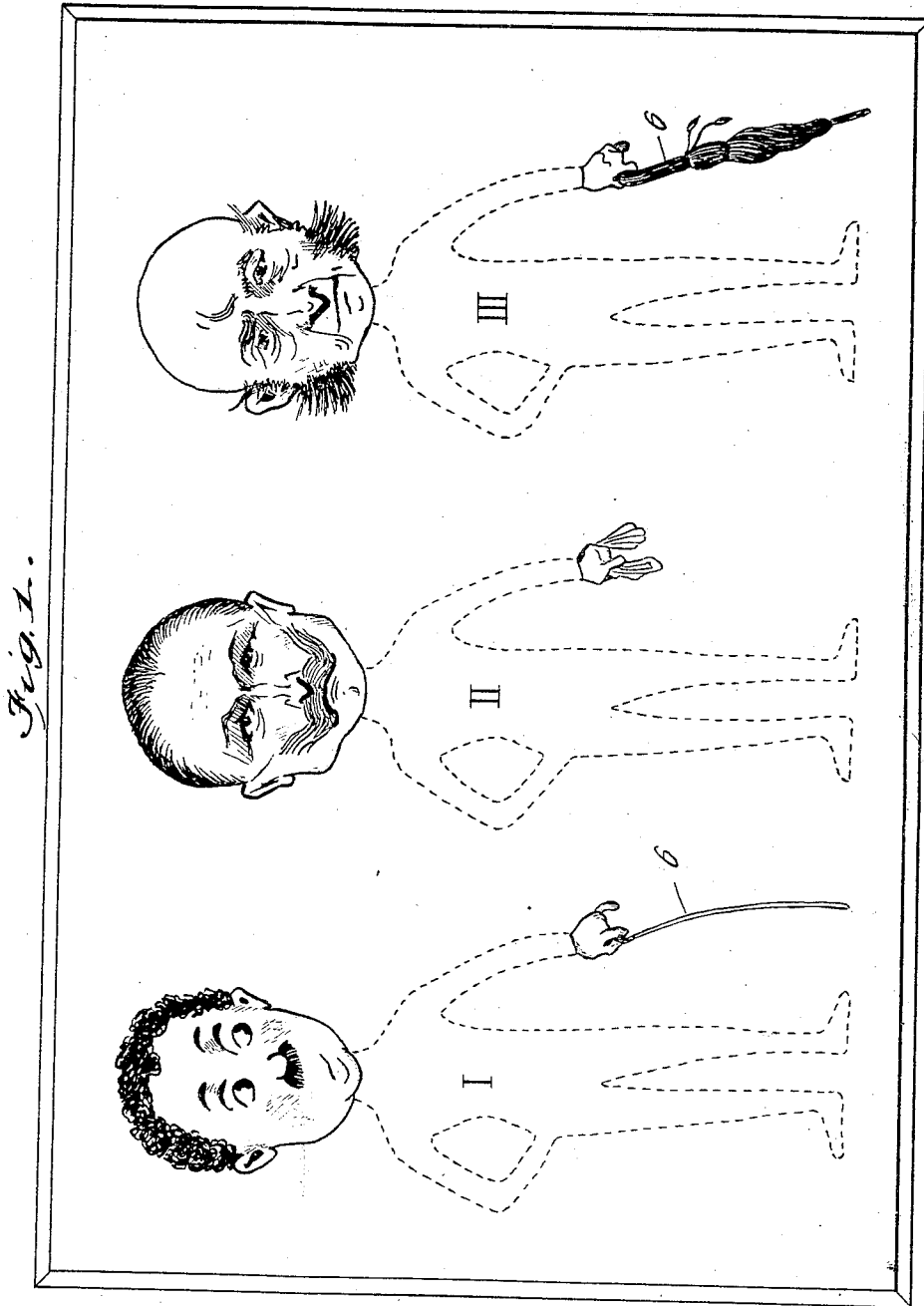
C. WEST.
GAME.

APPLICATION FILED JULY 11, 1916.

1,284,513.

Patented Nov. 12, 1918.

2 SHEETS—SHEET 1.



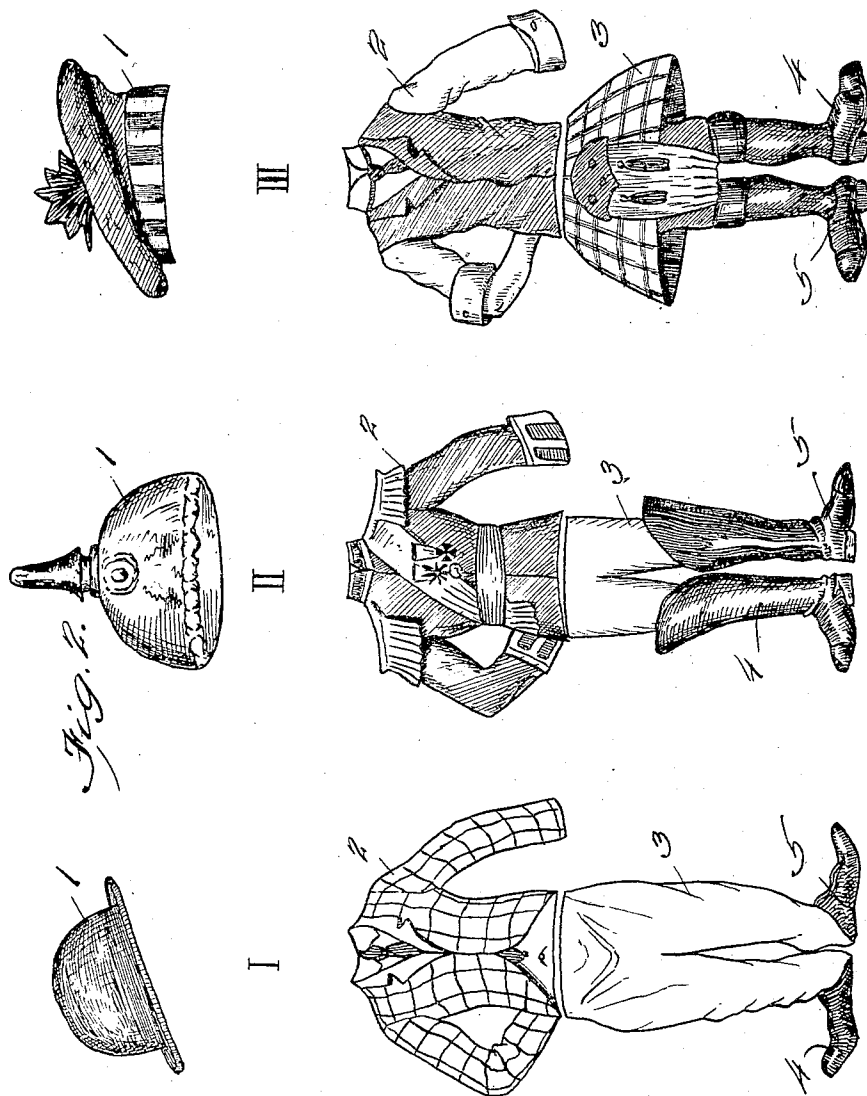
Witnesses.
Alexander Edward Blech.
William Anderson Smith.

Inventor.
Clifton West

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2 SHEETS—SHEET 2.



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Alexander Edward Peck.
William Anderson Smith.

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UNITED STATES PATENT OFFICE.

CLIFTON WEST, OF LONDON, ENGLAND.

GAME.

1,284,513.

Specification of Letters Patent.

Patented Nov. 12, 1918.

Application filed July 11, 1916. Serial No. 108,689.

To all whom it may concern:

Be it known that I, CLIFTON WEST, a subject of the King of Great Britain, residing at London, England, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to a toy or game which is intended to amuse children, or may be employed as a round or parlor game that can be played by several persons. In the accompanying drawings, Figure 1 is a view of a card having imprinted thereon human figures, and Fig. 2 is a view of another card having imprinted thereon the clothing for the figures shown in Fig. 1. It comprises a card or board divided into various parts or outlines of figures, for example the outlines depicted on the card or board may represent a family consisting of father, mother, son and daughter, and each figure is divided into several parts, for example representing the clothing of the person illustrated, say, into six parts, that is, in the case of father, the parts may be divided into hat (1), coat (2), trousers (3), boots, two, (4), (5), and walking-stick (6), the other figures being similarly divided into an equal number of parts and numbered accordingly, loose parts being provided to correspond to the several parts of the figures. On throwing a die the player would take the part corresponding to the number thrown and place it on that part of the illustration on the board to which he or she is entitled according to selection, whereby the representation would be eventually clothed or dressed, the player who succeeds in dressing the first figure being the winner.

It will be obvious that each figure being numbered alike or consisting of six parts, the players may readily and consecutively throw similar numbers, consequently he or she would have no corresponding part to add to their figure. Under such circumstances the rules of the game might be arranged so that the player could utilize his number to partly deplete the clothing of his opponent's figure, and consequently get his own figure clothed or dressed before his opponent's, whose operations would be retarded by such depletion, thus constituting an exciting and pleasing parlor game.

It will be obvious that instead of using dice for the purpose of obtaining the above effects, a roulette disk can be employed which may be divided into the correspond-

ing number of parts as that necessary for the figures represented. In the case before referred to it would be twenty-four parts, each part being clearly marked with the name of the garment for one or the other of the figures, and in such a case for example each individual garment might have a greater or less value so that each player would score the value of the particular article he might perchance be entitled to put on the figure, the player who obtained the greatest aggregate of values being adjusted the winner.

A method of carrying my invention into effect is illustrated in the accompanying two sheets of drawings, Sheet 1 showing the board on which is depicted three celebrities, and Sheet 2 the various parts or pieces of clothing with which to dress the characters shown on the board in their relative positions when each individual is properly attired.

It will be observed on reference to Fig. 1 of the drawing that the pose of the figures depicted: I, "Charlie Chaplin," II, "The Kaiser," and III, "Harry Lauder" is similar, consequently the parts or pieces of clothing, hats *a*, coats *b* and trousers *c* shown in Fig. 2 will be interchangeable when applied either to I, II, or III, whereby most grotesque and amusing combinations can be obtained. In the example illustrated the complete attire in each case is divided into three parts, *a*, *b*, and *c*, but as already described it may be divided into a greater number of parts, each piece being allotted a number value for scoring purposes.

Likewise the figures may depict birds, beasts, fishes, or insects instead of human beings as above described.

The same scheme or system as above described may be applied to various kinds of games, for example the figures depicted might be of two opposing forts, batteries or castles, and the active warfare carried out by two or more players, whereby the destruction of one or other of the forts could be established. Similarly two or more battleships might be depicted and dealt with in a like manner to constitute a table game.

In the case of the device being employed as a toy to amuse children, the complications caused by the rules of a game may be dispensed with, the amusement of the child being caused by the irregular dressing or the like of the representations depicted on the board.

Claims:

1. A game comprising a board having various distinctive characters depicted completely thereon in outline of similar pose, and interchangeable pieces representing parts of clothing and adapted to be placed in appropriate positions upon the said characters. 5
2. A game comprising a board having various distinctive characters depicted completely thereon in outline of similar pose, and interchangeable pieces representing parts of the characteristic clothing of the respective subjects and adapted to be placed in appropriate positions upon the said characters. 10 15
3. A game comprising a board having various distinctive characters depicted completely thereon in outline of similar pose, and interchangeable pieces representing parts of clothing and adapted to be placed in appropriate positions upon the said characters, the said pieces being marked with numbers to fix the values for scoring purposes. 20 25

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

CLIFTON WEST.

Witnesses:

ALEXANDER EDWARD BERK,
WILLIAM ANDERSON SMITH.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."