

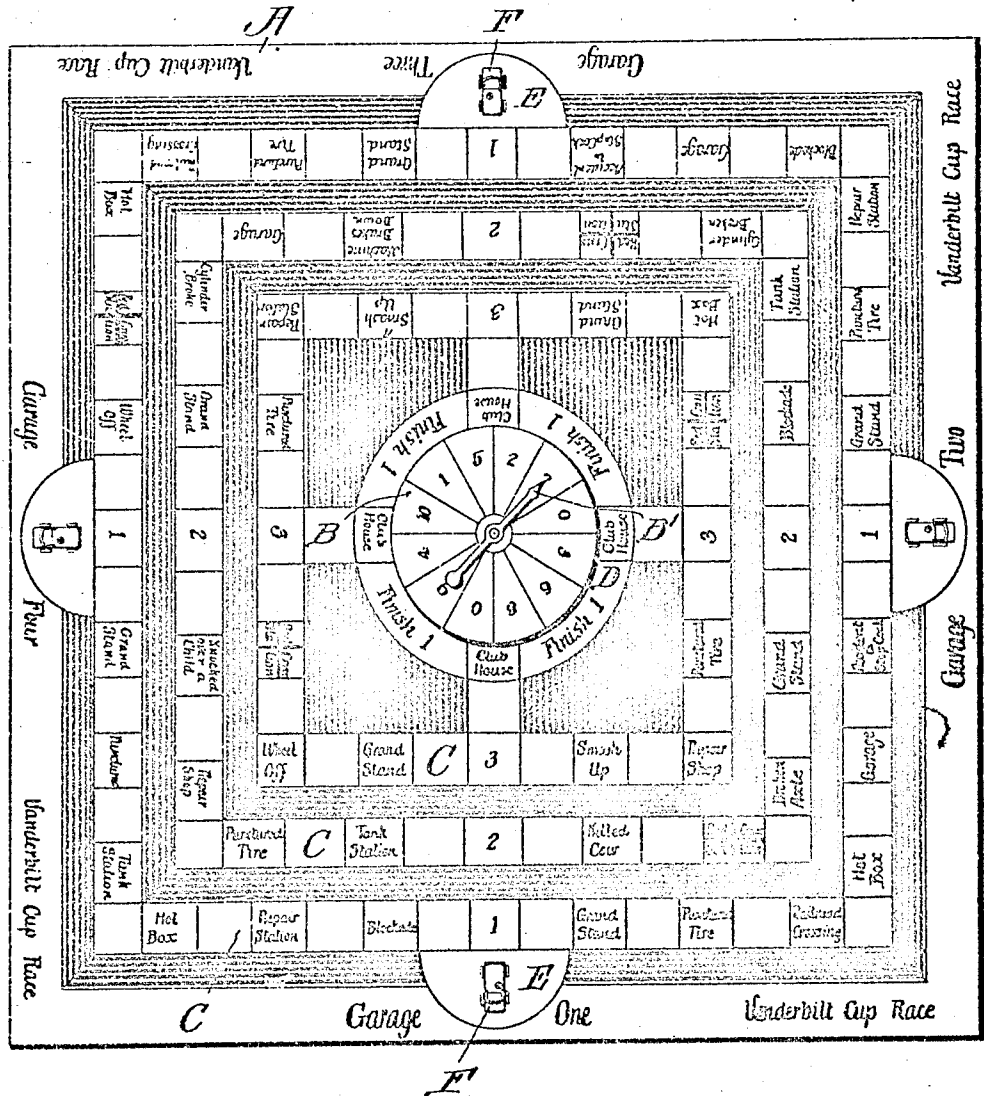
No. 895,128.

PATENTED AUG. 4, 1908.

J. H. TRANT.

GAME BOARD.

APPLICATION FILED FEB. 13, 1907.



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JOSEPH H. TRANT, OF NEW YORK, N. Y.

GAME-BOARD.

No. 895,128.

Specification of Letters Patent.

Patented Aug. 4, 1908.

Application filed February 13, 1907. Serial No. 357,193.

To all whom it may concern:

Be it known that I, JOSEPH H. TRANT, a citizen of the United States, residing at New York city, State of New York, have invented
5 a new and useful Improvement in Game-Boards, of which the following is a specification.

This invention relates to a game board for playing a game which I have termed the
10 Vanderbilt cup race.

The object of the invention is a game board especially constructed for the purpose of moving thereupon miniature automobiles, thereby representing a race between two or
15 more automobiles.

The invention consists of a board constructed as herein described and claimed and as shown in the accompanying drawing.

In these drawings A represents the board
20 and mounted centrally upon the board is a disk B, upon which is pivoted a spinner or pointer B'. The disk is divided into twelve segments bearing numerals from one to ten, two of said segments having zero marks.

25 The body portion of the board is laid out in three concentric tracks C, each track representing a lap, and a circular track D is described about the disk B upon which the race is finished, the miniature automobiles having
30 first completed the circuit of the tracks C.

The marginal portions of the board A represent garages four in number, and upon each of said sides is described a segment or other geometrical figure E, which forms a
35 starting point for the players.

As shown in the drawings, the tracks C are divided by transverse lines into a large number of squares. Alternate squares are blank, and the remaining squares represent either
40 places located along or across the track as for example, a grand-stand, a railroad crossing, etc., or are described to indicate accidents to the machines, as a hot box or punctured tire.

Any suitable color scheme may be employed in connection with the board, and I prefer to have the blank squares white and to color those squares descriptive of places or accidents, although this is of course a matter of taste.

50 The manner of playing the game is as follows:—Each square constitutes one point.

Two or more persons may play at the game and small miniature automobiles are provided the same being indicated upon the drawing at F. The players first spin for position and the one spinning the highest number starts his machine from garage 1, and the lowest spinner starts from garage 4. The machines are started in this order and each player spins for points, and moves his machine over the number of squares according to the number of points indicated by the spinner. The machines are moved about the outer track C, to the right and when the circuit of the track has been completed, they
65 are moved over to the second track C and after completing the circuit of that track are moved to the third track C, and from there, they move to the circle D, and to the finish.

Any suitable rules may be adopted for the
70 playing of the game but the following are the leading rules, as preferred by me.

If a player spins at the start a number of points which would place his machine upon a square bearing printed matter either descriptive of a place or of an accident he must spin over a second time, as the machine must move from the garage to a blank space.

If the spinner points to zero the player spinning makes no move, until his turn
80 again comes to spin. After the start when a player spins and the spinner points to a number which carries his machine to a square representing an accident, all of the other players are given five points and can move
85 their machines up that number of points, provided this does not carry them to a square indicating an accident to their machine.

If a player spins to a number which places his machine upon a descriptive square other
90 than one indicating an accident as for example, a grand-stand, or tank station, the machines of the other players can be moved up two points.

Other rules or modifications of these rules
95 may of course be made to suit the players.

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

A game board of the kind described having thereupon three rectangular track-ways spaced apart and a central circular track-way,

said track-ways being concentric, a spinner mounted within the circular track-way, starting points, arranged upon each side of the board and adjacent the outer-most track-
5 way, the said track-ways being laid off into spaces, a portion of said spaces being blank, a portion of them representing places along a

track-way, and a portion of them representing automobile accidents, as and for the purpose set forth.

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