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C. HAIBLOOM ET AL

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GAME

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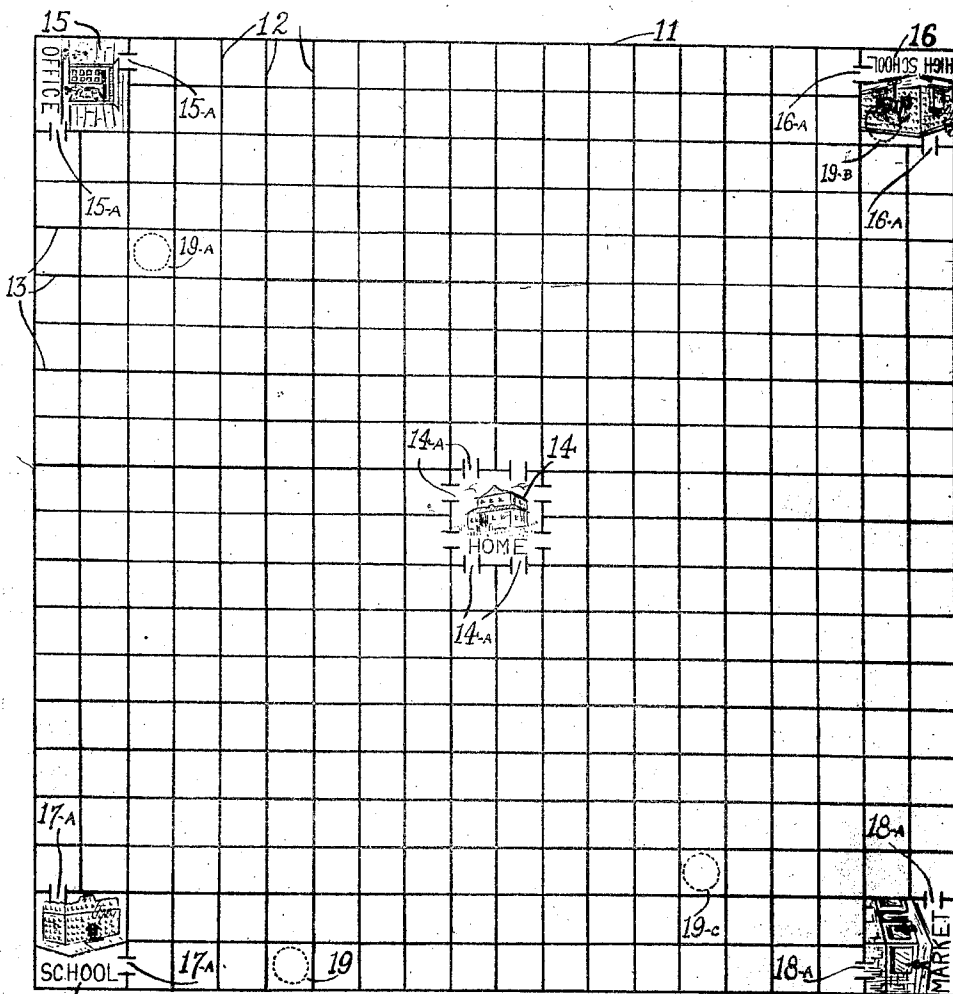


Fig. 1.

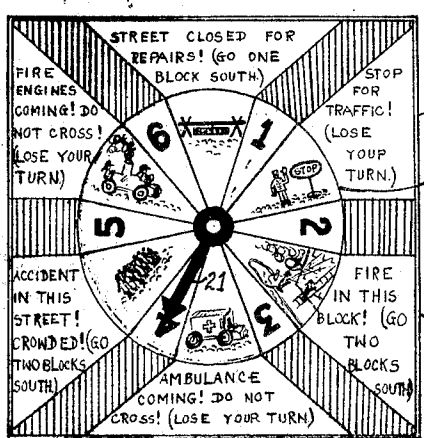


Fig. 2.

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## GAME.

Application filed December 3, 1924. Serial No. 753,535.

*To all whom it may concern:*

Be it known that we, CLARA HAIBLOOM and ROSE HAIBLOOM, citizens of the United States, residing at Bronx, in the county of Bronx and State of New York, have invented a certain new and useful Game, of which the following is a specification.

This invention is a game and the object of the invention is to provide a game which will be amusing, as well as educational and will serve to inculcate in the players due regard for safety while on the streets.

It is well known that a large number of accidents result daily in the larger cities from carelessness on the part of pedestrians, and large sums of money are spent yearly in an attempt to educate the public in the elements of safety first.

The present invention is a game particularly intended to be played by children to impress upon them these principles of self preservation through caution. It is to be understood, however, that older persons will find interest and enjoyment and incidentally derive benefit through the playing of this game.

In the accompanying drawings, which illustrate the preferred form of the invention, Figure 1 is a face view of the game board on which the game is played; and,

Figure 2 shows a spinner employed by the players in determining the number of moves to be made on the game board of Figure 1.

Referring to the drawings, 11 designates a game board which may be of any suitable construction and made in any suitable manner. It may be formed permanently flat or may be folded or otherwise constructed without departing from the spirit of this invention.

The upper face of the board is divided by means of lines 12 and 13 drawn at right angles to one another into a plurality of relatively small squares. At the exact center of the board, the lines are omitted to provide a large space in which is contained the pictorial representation 14 of a home or residence which may be so designated if desired.

The lines adjacent each of the four corners of the board are also omitted to leave spaces for other pictorial representations and in these spaces are printed, lithographed or otherwise delineated, four pictures. The picture 15 at the upper left hand corner of the board in Figure 1 represents an office building. The picture 16 at the upper right hand corner of the board represents a high school building. The picture 17 at the lower left hand corner shows a school such as a primary or grammar school, while the picture 18 at the lower right hand corner shows a market. The outlets of the respective corner spaces are designated 15<sup>a</sup>, 16<sup>a</sup>, 17<sup>a</sup> and 18<sup>a</sup>, there being two outlets for each of said spaces. The inlets of the center space 14 are designated 14<sup>a</sup> and there are as many such inlets as there are outlets to the several corner spaces.

A number of checks 19<sup>a</sup>, one of which is shown in dotted lines in Figure 1, are used in the playing of the game, one check being used by each player and these checks are adapted to be moved in directions parallel to the edges of the board, a number of spaces determined by the operation of the spinner 20, shown in Figure 2. The spinner is shown as provided with a rotatable pointer 21 pivoted at substantially the center of a suitable base 22 and adapted to be rapidly spun by the players in succession. Radiating from the axis of the pointer are a number of lines which divide the surface of the base 22 into a plurality of segmental divisions.

A circle 23 of greater radius than the length of the pointer is drawn on the base 22 to divide each segment into an inner and outer part. The alternate inner segmental parts are numbered 1, 2, 3, 4, 5 and 6 while the intermediate inner parts bear pictorial representations of imaginary obstacles which may confront a pedestrian along a street. The outer segmental parts which adjoin the pictorial representations in the inner segmental parts, bear legends explanatory of the said pictorial representations, and in addition thereto contain a statement of cor-

responding penalties imposed in the event the pointer should come to rest over such pictorial representations.

The game as played by four persons is played as follows.

Each of the players places his check on one of the four corner spaces 15, 16, 17 and 18 and the first player spins the pointer 21. It is immaterial who has the first turn. This can be agreed upon by the players, who then play in successive order around the board from left to right, one at a time, each in his proper turn. We will assume that the player whose check occupies the school space 17 has the first turn and that the pointer when spun by such player has stopped as shown in Figure 2.

The game presupposes that the respective players leave the school, market, office and high school, at the same time, in point of turn, to go home and the player to reach home first wins the game.

Therefore, when the pointer comes to rest at 4, the player moves the check 19, four spaces in the direction of home, as shown in dotted lines in Figure 1. The player at the office station 15 plays next and we will assume that the pointer comes to rest at 5 with the result that the check 19<sup>a</sup> is moved five spaces.

Assume that the player at the high school space 16 next spins the pointer which comes to rest opposite "stop for traffic, lose your turn". Obviously, this player has no move, and his check 19<sup>b</sup> remains in the space 16 until his next turn. Now if the player at 18 spins the pointer to 6, he will move his check 19<sup>c</sup> as shown. The game proceeds in the manner described, each player taking his turn with the spinner and moving the check accordingly or losing his turn.

It will be noted that certain penalties call for particular moves, such, for example, as "go one block south". In the playing of the game, the respective players are seated at the four sides of the board and directions are judged in the manner common to the reading of maps, that is to say, "north" would be at the top of the board or the side furthest away from any particular player. If, upon the next play, the player, playing out from the space 17 should spin the pointer to the penalty "go two blocks south", his check 19 will obviously be in such position that this move cannot be made. He is required, under the rules, to retrace his previous two spaces.

The game may be played by both old and young who find equal pleasure and enjoyment in its playing and derive at the same time a subconscious regard for safety while on the streets. An entire family may participate, taking actual parts as in real life: to wit, father comes home from office,

mother from market and the children from school and high school. The children may, however, play the "grown-up" parts, which they like to do.

While we have particularly described the game in the manner in which it is played by four players, it will of course be understood that it can be played by any number of players, either one or more. If more than four play, such extra players can form teams of two or more at particular corners. A very satisfactory game results when eight players join in the game, two playing from each corner.

In practice, we preferably provide eight checks which may be of any suitable design, shape or size, and, in order that the young mind may be initiated in the colors of the spectrum of light, they are colored red, orange, yellow, green, blue, violet, black and white.

It will be further noted that the rules of the game limit the movement of the checks to directions parallel to the edges of the board and prohibit such diagonal movements as correspond to "jaywalking" which results from a form of carelessness and is the cause of many injuries to pedestrians.

Having thus fully described the invention, what we claim as new and desire to secure by Letters Patent is:

1. A game for teaching safety on the part of pedestrians and comprising a rectangular game board provided at its center with a pictorial representation of a home or residence and also provided at each of its four corners with pictorial representations of places distant from the home or residence and to and from which places the dwellers in the residence are in the habit of traveling, the entire remainder of the surface of the board being divided by lines drawn parallel to the edges of the board into a large number of spaces of equal size, individually corresponding to the city blocks, a plurality of checks or playing pieces adapted to be moved from the corner spaces in a direction parallel to the edges of a board over the squares in succession, and chance means operable by the players individually for indicating the moves to be taken or the penalties to be exacted.

2. A game for teaching safety on the part of pedestrians and comprising a rectangular game board, the playing surface of which is divided by lines drawn parallel to the edges of the board into a large number of squares individually corresponding to city blocks, an unlined space at the center, and unlined spaces at each of the four corners, the central unlined space containing a picture of a home or residence, and the four corner spaces containing pictures of places distant from the home or residence and to

and from which places the dwellers in the residence, are in the habit of traveling, a plurality of checks or playing pieces adapted to be moved from the corner space in a direction parallel to the edges of the board over the squares in succession, a spinner comprising a suitable base on which an indicator is mounted to spin, the upper surface of the base being radially divided into a plurality of spaces, some of which contain awarded moves and on others of which are delineated traffic blocks or hazards with accompanying penalties.

In testimony whereof we have signed the foregoing specification.

CLARA HAIBLOOM.  
ROSE HAIBLOOM.