L. M. KING.

GAME.

APPLICATION FILED JAN. 5, 1916.

1,202,191. Patented Oct. 24, 1916.

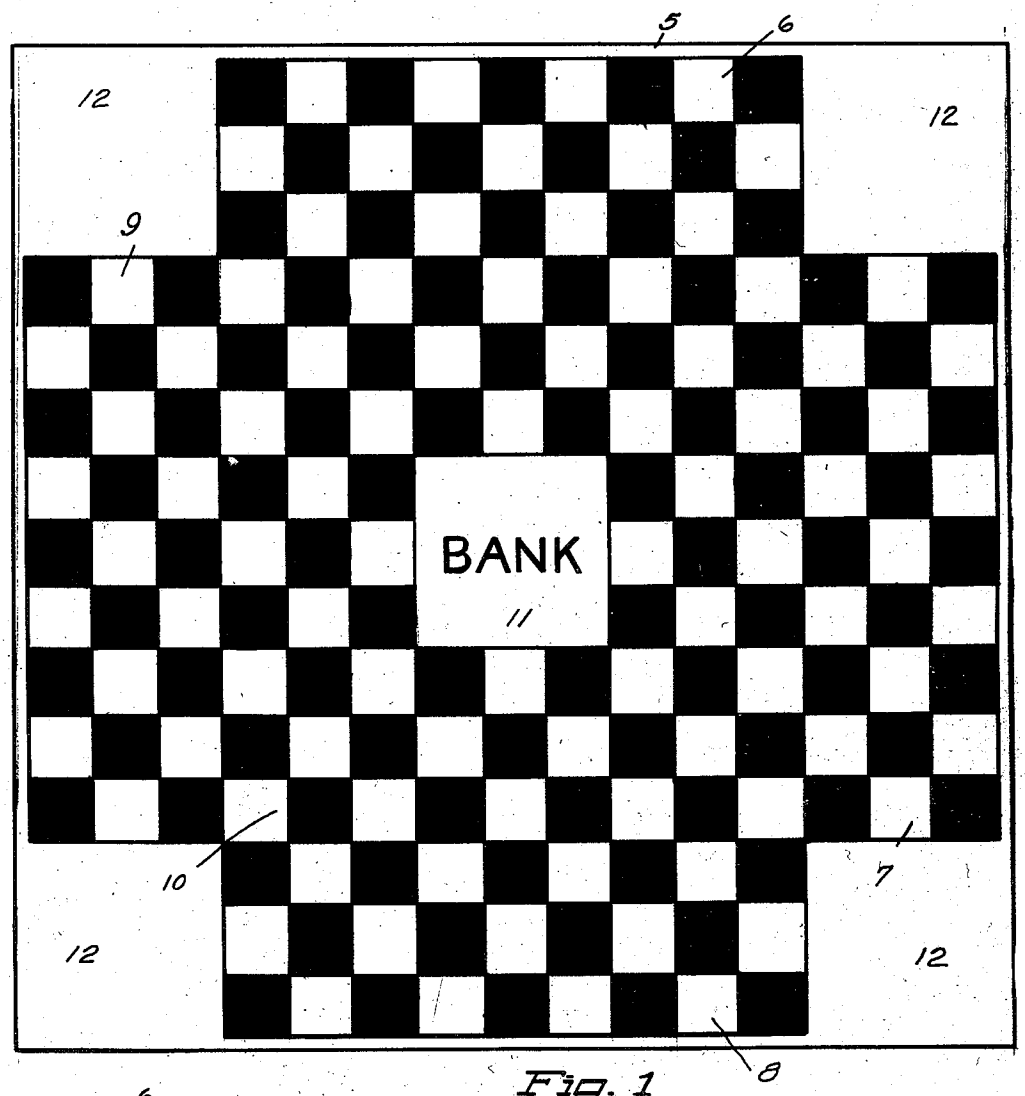


Fig. 1

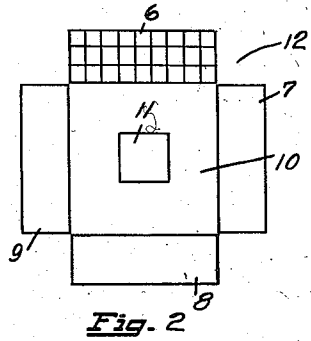


Fig. 2

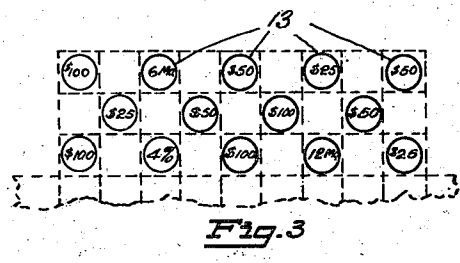


Fig. 3

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GAME.

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To all whom it may concern:

Be it known that I, LEE M. KING, a citizen of the United States, residing at Walville, in the county of Lewis and State of Washington, have invented a new and useful Game, of which the following is a specification.

This invention relates to improvements in games and the object of the improvement is to provide an interesting and instructive game and one wherein the necessary paraphernalia for playing the game is relatively inexpensive whereby it may be given away by banks as an advertising novelty.

The invention consists in the novel design of a game board and the combination with such board of checks representing arbitrary amounts of money, rates per cent. of interest, and periods of time as will be more clearly described in the following specification, illustrated in the accompanying drawings and finally pointed out in the appended claims.

In the drawings Figure 1 is a plan view of the game board; Fig. 2 is a somewhat diagrammatic plan view of the board illustrating the manner in which it is laid out; and Fig. 3 is a inverted plan view of one complete set of checks in their initial position, the board being therein indicated by dotted lines.

Referring to the drawings throughout which like reference numerals indicate like parts the numeral 5 indicates a game board, which for the purpose of this analysis and description may be considered as composed of four rectangular wings 6, 7, 8, and 9 each having a length and width ratio of substantially 3 to 1 and disposed corner to corner to form an inclosed square 10, within the center of which is a smaller square 11, termed the bank. The rectangles 6, 7, 8, and 9 are each blocked off into small squares counting nine in length and three in width as indicated on rectangle 6 and such squares are alternately marked in different colors, checker board fashion. The area within the large square 10 surrounding the small square 11, is similarly blocked off and the board presents an appearance as shown in Fig. 1 with the bank 11 in the center and four vacant corners 12 around the outside the use of which is hereinafter explained.

The game is played with checks or chips 13, similar to ordinary checkers as shown in Fig. 3, each player having fourteen of such checks which are first placed on the dark blocks on the wings 6, 7, 8, or 9 of the board and are marked arbitrarily on one side only to indicate amounts of money, periods of time and rate per cent. of interest: For instance four of the checks may be marked $100, four may be marked $50.00, three marked $25.00, one marked 4%, one marked Six months, (6 Mo.) and one marked Twelve months, (12 Mo.).

The game may be played by either two, three or four players, the players placing their checks on the dark blocks with all marks down, moving in turn around the board, taking all jumps that are open to them as in checkers, and removing their opponent's jumped checks from the board.

Each set of checks is numbered on the top side to distinguish it from the other sets; as for instance one set of fourteen checks may be numbered 1, another set 2, another set 3, and another set 4, or each set may be of a different color from each other set.

Each player must guard his interest check and endeavor to get it into the bank as he cannot score if this check is jumped. The player must also endeavor to get one or both of the time checks and as many of the money checks as possible into the bank so that his interest when figured up will be as large as possible. Each player will endeavor to jump as many of his opponent's checks as possible to keep his opponent's score low. The player having the largest amount of interest after the checks are all off of the board wins the game.

The fact that the marks on the checks are all turned down so that one player cannot read the value of the checks his opponents have in the bank until the game is over adds an element of uncertainty to the game and keeps up interest therein to the end.

The spaces 12 in the corners of the board are preferably formed so that the interest can be figured on such corners after each game and the figures then erased if desired.

This game is especially interesting and instructive to school children in that it gives them practice in figuring interest and it further tends to encourage thrift by impressing upon the minds of the players the amount that a given sum of money at interest for a given length of time at a given rate per cent. will earn for them.

Obviously any amount of money, any rate per cent. of interest and any period of time

other than the ones used for this illustration may be indicated on the checks and the exact configuration and design of the board may be changed without departing from the spirit of the invention or evading the appended claims.

What I claim is:

1. A game of the class described comprising a board laid out in blocks and having a space in the center thereof and checks movable over said board toward said center space certain of said checks representing rates of interest certain other of said checks representing periods of time and certain other of said checks representing amounts of money.

2. A game of the class described comprising a board laid out in blocks said board having a blank space at each corner whereon results may be figured and a space in the center, and checks movable from block to block of said board said checks having normally concealed characters indicating amounts of money, ratio of interest and periods of time respectively.

Signed by me at Pe Ell, Washington, this 13th day of December, 1915.

LEE M. KING.

Witnesses:
ELSIE SAGE,
SILAS SAGE.