

(No Model.)

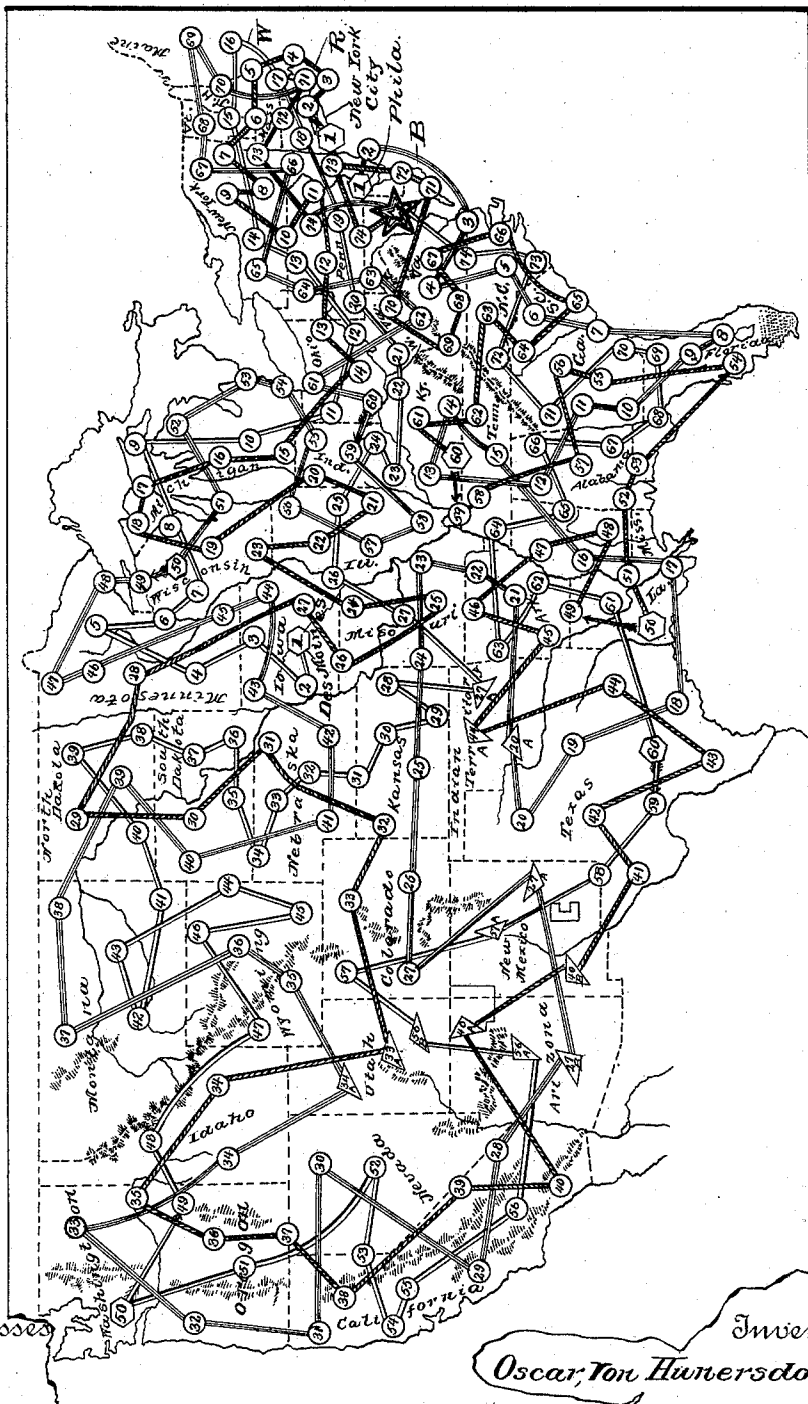
2 Sheets—Sheet 1.

O. VON HUNERSDORFF.
GAME APPARATUS.

No. 476,146.

Patented May 31, 1892.

Fig. 1.



Witnesses

John H. Shaw

Inventor

Oscar von Hunersdorff.

By his Attorney

J. F. Reale

(No Model.)

O. VON HUNERSDORFF.
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2 Sheets—Sheet 2.

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Fig. 2.

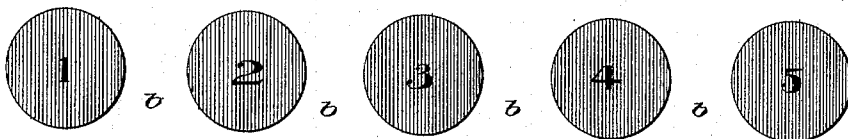
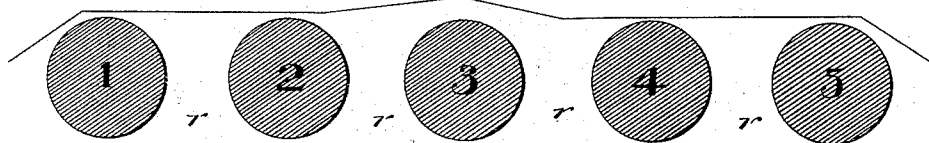


Fig. 3.

Fig. 4.

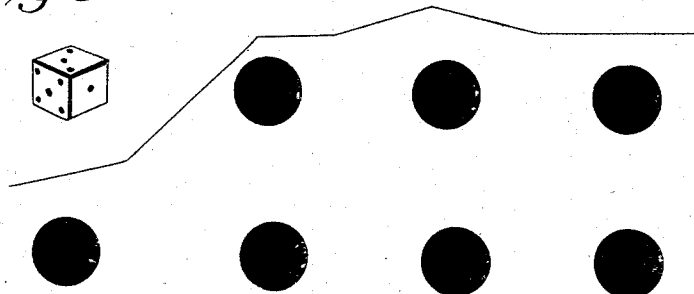
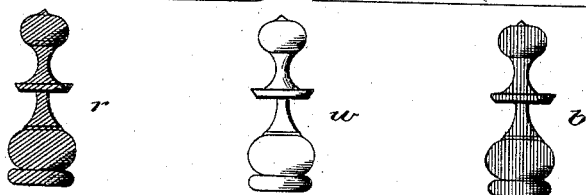


Fig. 5.



Witnesses

John D. ...
John D. ...

Inventor

Oscar von Hunersdorff.

By *his* Attorney

J. F. Beale.

UNITED STATES PATENT OFFICE.

OSCAR VON HUNERSDORFF, OF PHILADELPHIA, PENNSYLVANIA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 476,146, dated May 31, 1892.

Application filed March 16, 1892. Serial No. 425,175. (No model.)

To all whom it may concern:

Be it known that I, OSCAR VON HUNERSDORFF, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to parlor-games.

The object of my invention is to produce a game apparatus portraying a political election in which several political parties having contesting candidates are represented.

It is also my object to produce a game apparatus adapted for three, six, nine, twelve, or fifteen persons, or if only two parties are to play then by two, four, and six persons, and so on, and therefore a game equally interesting to a small or greater number of players.

It is also my object to produce a game apparatus which shall distinguish by colors the different parties, the apparatus consisting of a geographical map having separate lines of travel distinguished by different colors, each line having a different starting-point, but terminating at a point common to all, pawns of different colors to match the said lines, and also numbered chips of corresponding colors to distinguish the different candidates, parties, and players, and rotation of play.

My invention is shown and described as representing the election of President of the United States, where there are three contesting parties represented—viz., the Republican, the Democratic, and the Prohibition.

In the accompanying drawings, forming a part of this specification, Figure 1 is a plan view of the United States traced by three lines marked R, W, and B, said letters indicating the color of each line—viz., red, white, and blue—and to distinguish said lines more fully they are shown as follows: The red line is shown in diagonal shading and the blue line in longitudinal shading, the white line being in plain. There are three starting-points for these lines—viz., the points marked "New York," "Philadelphia," and "Des Moines"—and but one ending common to all—viz., "Washington City," which is the goal and is

indicated by a star. Said lines have numbered stations marked at different points, as shown, and also triangular spaces and arrows designating certain numbers.

Besides the map, the game apparatus is shown in Figs. 2, 3, 4, and 5, Fig. 2 showing fifteen chips, five of each color, and numbered, respectively, 1, 2, 3, 4, and 5; Fig. 3, a die; Fig. 4, a number of black chips, and Fig. 5 three pawns colored, respectively, red, white, and blue, as indicated by letters *r*, *w*, and *b*.

The game can be played by three, six, nine, twelve, or fifteen persons, (if only two parties want to play, by two, four, six, &c.) It is an amusing and exciting game, and to increase the interest, if played by more than eight persons, two prizes can be given to the players who contribute most to the success of the game. The parties are distinguished by the colors red, white, and blue. The Democratic party, for instance, is known by the red pawn and chips, and its pawn follows only the red line and starts at "New York;" and so for the other parties, the Republican taking the blue and using only the blue line and pawn and chips, starting from "Philadelphia," and the Prohibition party using the white line, pawn, and chips, and starting from "Des Moines."

The rules of the game are as follows:

First. Take as many chips as persons present and put them in a gentleman's hat or some other object. Then let each player take one chip without seeing it—for instance, if nine persons want to play, take Nos. 1 2 3 of each color; if twelve players, Nos. 1 2 3 4, and so on.

Second. There are now three parties, the Democratic, (red,) the Republican, (blue,) and the Prohibition party, (white.) The player of each party who has drawn chip No. 1 stands as the "Candidate" for his party and is supposed not to play for himself. His office will be to move the figures or pawns.

N. B.—It goes without saying that if the game is played by less than nine or eight persons the rules concerning the prizes, the black chips, and the candidates may be left out and the game played party against party only, No. 1 always moving the figures.

Third. The three candidates (or three chips No. 1) throw the die in turn, the highest num-

ber thrown deciding which party begins to play, the next number succeeding.

Fourth. No. 2 of the commencing party then throws the die and the candidate (No. 1) moves the pawn to the corresponding number on the map, No. 2 of the second party does the same, and so on.

Example: No. 2 of the Democratic party (red) throws six. The candidate will count from "New York," as No. 1, following the red line to "6," and place the pawn on that number. When the turn of the Democratic party comes again, and the player (this time No. 3) throws four eyes, the candidate moves the pawn to "10," and so on.

Fifth. Any player who plays five (5) has to go back five numbers and receives as punishment for using a "block of five" a black chip.

N. B.—Every time a player throws six he can return one of his black chips, except if his six brings him to one of the numbers marked in rule sixth.

Sixth. When the player of the Democratic party comes to "33A," "40A," "40B," and "44A," marked on a triangle, he has to go back to the number he comes from, and arriving there, again to the number of this throw. For instance, if he is on "30" and throws four, that brings him to "33A," and therefore he has to go back to "30," and on arriving there to "26;" also, if a player is on "38" and throws a five, which would bring him again to "33A," he has again to return to "5." For the other two parties the numbers on the triangle are: (a) for the Prohibition party (white) "27A 56A 56B 57A;" (b) for the Republican party, (blue line,) "20A," "27A," "27B," and "34A." The above rules have to be applied to each of these numbers.

Seventh. The players who come to the numbers "50" and "60" of each color marked by an arrow have also to go back five numbers.

Eighth. Any player whose first throw in commencing the game is a five loses his throw and has to wait until his turn comes again.

Ninth. On arriving near the end (Washington) No. 75, marked by a star, the player can only win by throwing the exact number that will bring him to "75"—for instance, being on "71" he has to throw four. If he happens to throw six, he counts four to "75" and goes back to "73" to make up his six.

Tenth. The party arriving first at the end (Washington) is the winner, and the candidate (or No. 1) may be proclaimed "President," and as such his first duty will be to award the two prizes set out to the players of his own party who have the least black chips and have therefore done the most for his election.

Having shown and described my invention, what I claim, and desire to secure by Letters Patent, is—

In a game apparatus having a geographical map, the combination of the lines of travel in different colors, pawns or movable pieces in colors to match said lines, and numbered chips in corresponding colors to designate the badge of the party and rotation of players, substantially as and for the purposes shown and described.

In testimony whereof I have affixed my signature in presence of two witnesses.

OSCAR VON HUNERSDORFF.

Witnesses:

CHARLES E. LEX,
M. A. BOLAND.