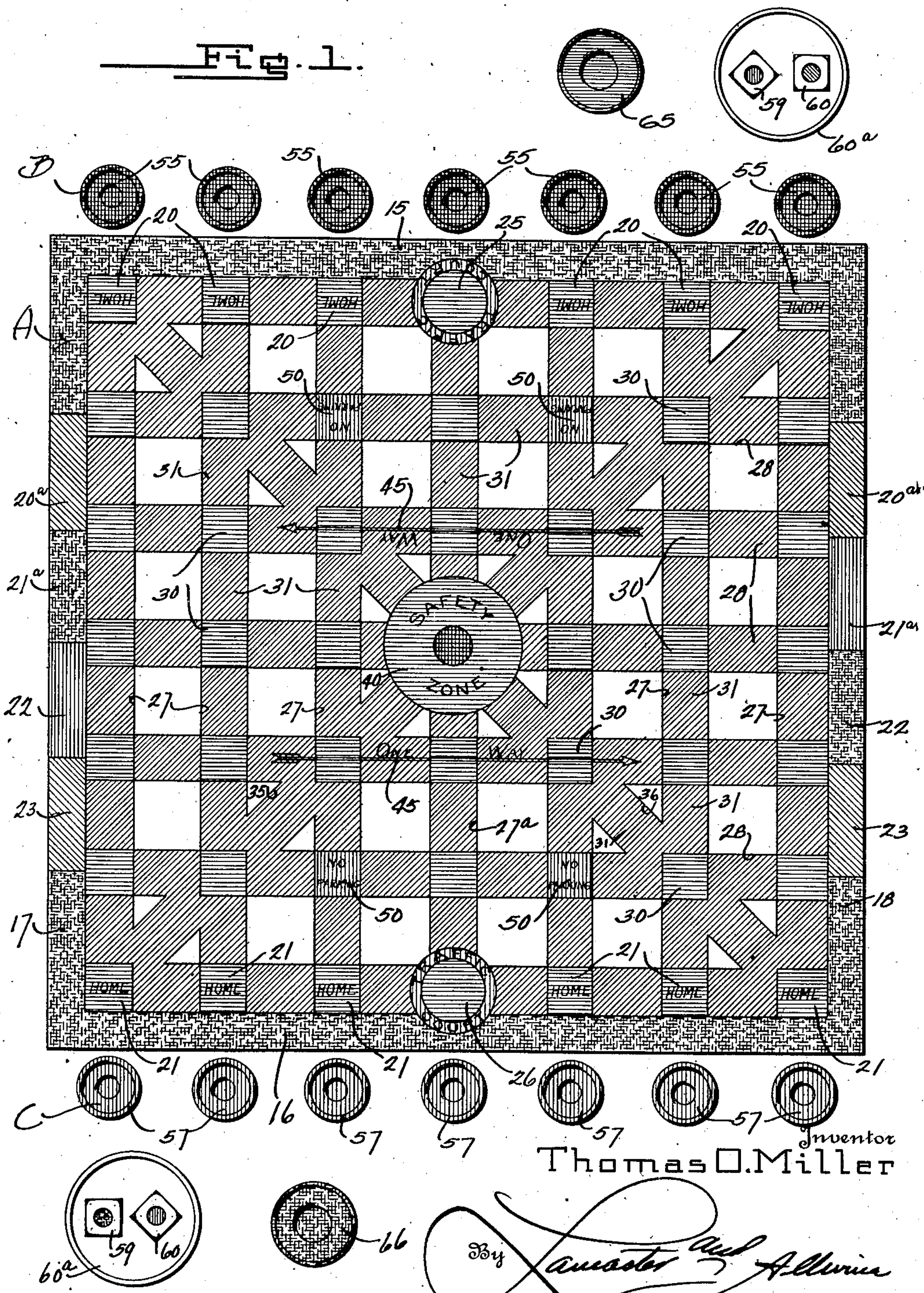
Aug. 10, 1926. 1,595,906

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GAME

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Fig. 1.



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Fig. 2.

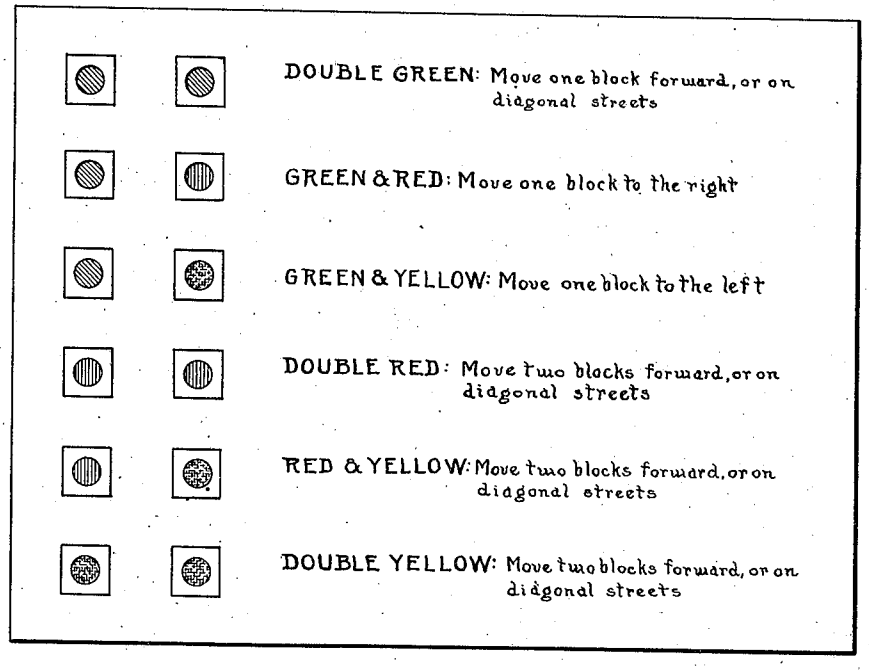
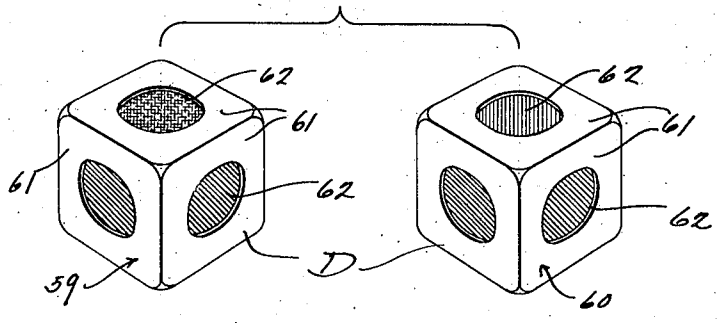


Fig. 3.



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GAME.

Application filed September 24, 1924. Serial No. 739,633.

This invention relates to improvements in games.

The primary object of this invention is the provision of an instructive and interesting game which may be played by a plurality of persons using playing elements which may represent vehicular traffic movable over a novel system of streets. The game is based upon certain fundamental traffic rules, and while intensely interesting it is instructive in impressing upon the minds of children and other players rules which adhere in traffic regulations of municipalities.

A further object of this invention is the provision of a game in which the playing elements simulate vehicular elements moving on a street system, and including novel means for penalizing the vehicular elements for infractions of traffic regulations.

Other objects and advantages of this invention will be apparent during the course of the following detailed description.

In the drawings, wherein for the purpose of illustration is shown only a preferred embodiment of the invention,

Figure 1 is a plan view of a table member or board with opposing sets of playing members arranged adjacent to the starting positions thereof, and showing the means for determining the distance which the playing elements are moved, and the means for counting the scores.

Fig. 2 is a chart illustrating the possible combinations of dice members used in determining the advance of a player's moving elements, and the values of these combinations.

Fig. 3 is a perspective view of a pair of dice, having novel delineations thereon.

In the drawings, wherein similar reference characters designate corresponding parts throughout the several views, the letter A may generally designate a playing board or table upon which the opposing sets of playing elements B and C are adapted to be moved according to the chance value recorded by the throwing of novel dice D.

While the support on which the game is played is herein designated as a playing table, it is to be distinctly understood that this is a general term, and may include a board, plate, or chart of any description or material. The preferred delineation is designated in Figure 1, wherein the table A is shown as having a street system delineated thereon. The table A is preferably square, and includes the opposite marginal portions 15 and 16, which are preferably colored yellow, and adjacent which the opposing players sit. The side marginal portions 17 and 18 are provided at opposite sides of the game table A, and these side marginal portions 17 and 18 inwardly of the marginal portions 15 and 16 may have the color yellow continued therealong, and on each of the side marginal portions 17 and 18 spaced areas 20^a, 21^a, 22 and 23 may be provided, of different colors, such as green, yellow, red, and green respectively, in order to distinguish the side marginal portions 17 and 18 from the marginal portions 15 and 16.

Narrow colored strips are provided in parallel abutting relation with the marginal portions 15 and 16, and in these strips spaced squares or areas 20 are provided adjacent the marginal portion 15, and spaced squares or areas 21 are provided adjacent the marginal portion 16. These areas or spaces 20 and 21 are designated "home" spaces, and the players start their playing elements therefrom. A circular area 25 is provided adjacent the marginal edge portion 15 substantially midway between the side marginal edges of the table A, the same being designated "traffic court", and having three of the home spaces 20 disposed at each side thereof. In similar manner a circular traffic area 26 is provided adjacent the marginal area 16, with three of the home spaces 21 provided at each side thereof. Intersecting longitudinal and cross streets 27 and 28 respectively are provided on the table, with a home space 20 at one end of each longitudinal street, and a home space 21 at the other end of each longitudinal street. The centrally located longitudinal street 27^a, however, has the traffic court areas 25 and 26 disposed at the ends thereof. These longitudinally extending streets 27 are in right angle relation with the cross streets 28, and at the intersection points of longitudinal streets with cross streets, spaces or areas 30 are provided, which are colored in distinctive manner from the portions of the streets between the intersections. Thus, the intersecting squares may be colored blue; and the portions of the cross and longitudinal streets between the intersecting squares 30 may be colored brown; these portions of the streets between the intersecting squares 30 being designated by numeral 31.

On the street system it is preferred to provide diagonally extending streets 35 and 36, in right angled relation with respect to each other, extending from the corners of the playing table, and obliquely intersecting the longitudinal and cross streets above mentioned. The intersecting squares 30 are, of course, placed in spaced relation along the diagonal streets, as is illustrated in the drawings. At the intersection of the diagonal streets 35 and 36, and at the central point on the traffic area, a circular shaped safety zone 40 is preferably provided, which plays an important part during the progress of the game, as will be subsequently mentioned. The cross streets 28 immediately on each side of the safety zone 40 are preferably designated one way streets, as at 45; these one way streets being provided for travel of traffic in opposite directions across the traffic area. In certain of squares 50, formed by the intersection of longitudinal and cross streets, it is preferred to delineate "no parking", and these areas are preferably colored red, or some analogous color to distinguish them from the colors of other spaces on the table.

The set of playing elements B includes seven playing elements 55, which for start of the game assume a playing position on the "home" and "traffic" spaces 20 and 25. In similar manner the set C of playing elements includes seven playing elements 57, which assume their positions on the "home" and "traffic" spaces 21 and 26 at the opposite end of the board or table A, for start of the playing, and as will be subsequently mentioned. These playing elements 55 and 57 are differently colored, to distinguish the set of playing elements of one player from the set playing elements of another player.

The set D of dice used with the game includes the die elements 59 and 60, of identical cubular formation, each of the side surfaces 61 having a spot or area 62 delineated thereon of a predetermined color. There are, of course, six sides to each die 59 and 60, and it is preferred to provide four of the spots 62 of a green hue, while one of the remaining spots 62 is yellow, and the last spot is red; this specific color arrangement on the spots on the different surfaces of the die elements being illustrated in Figure 3 of the drawings.

Referring now to the playing of the game, the same is adapted to be played by two persons, and each of these persons assumes a position adjacent a marginal edge 15 or 16 of the table A and places his or her set of playing elements on the adjacent home and traffic court spaces, as above mentioned. Each player has a dice mixing cup 60a, and a pair of dice marked as above mentioned.

The players throw for the lead, it being preferred that the player first throwing a double in color will open the game. The players throw their dice alternately, and move as indicated by throw. The chart illustrated in Figure 2 designates the number of blocks or spaces which a player moves, and the direction of move, according to the combination of spots which the player throws with his or her pair of dice. As the combinations and directions are illustrated in the chart in Figure 2 of the drawings, no further reference to the specific instructions will be given. It is to be noted that the combinations double red; double yellow; or red and yellow are most infrequent, and consequently the player may move two blocks forward, or on a diagonal street.

Moves must be made by the players with playing elements that can make the full move only, and any piece may be jumped to make such move. Any number of pieces, of both players, can occupy the safety zone 40, and a playing element 55 or 57 when in this safety zone cannot be arrested. The same is true of the playing elements when they are in the home or traffic court spaces.

There are three important features in the playing of the game which renders the same instructive and interesting, and these features represent traffic regulations, for a violation of which an opponent's man, or playing element can be arrested and fined. The three offenses are:—

First. For blocking traffic by occupying a space that an opponent is entitled to move upon.

Second. For parking in a "no parking" space when prohibited.

Third. For a forced move in the wrong direction on a one way street, when there is no other move that the player can make.

When a player throws the dice and the move designated cannot be carried out by the player, the play is lost and the opponent takes his turn. All values designated by the throws must be moved, if possible, and if a move earns a fine, the playing element is sent to the traffic court and must start out again from this point in an attempt to advance to the opponent's home spaces. An instance where a move could not be made at all, is when all of the pieces on the board are starting out, and a throw of green and red, or green and yellow is made, the playing elements cannot be moved, because it is obvious that there are no vacant spaces on which to move, as two pieces of a player cannot occupy the same space on the playing table, except the safety zone, at any one time.

While any of the playing elements may be moved to a "no parking" space, for one play of the person regulating that playing element, if that person does not move the

playing element on his next play, it may be returned to the traffic court and fined.

Each piece of a player is retired from play when it reaches the home space of an opponent, and the player who first gets all of his playing elements to the opposite home spaces wins a total of five points. Points during playing of the game may also be accumulated, as one point is given every time an arrest of an opponent's playing element is effected, and all playing elements when arrested must be removed from their position on the board to the starting traffic court of the player to whom the playing element belongs.

It is preferred to play the game with counters 65 and 66, which may be of different colors, as a ready means of ascertaining the total number of points obtained at the end of a game.

Various changes in the method of playing the game may, of course, be made, and the number of points for arrests or running out of the playing elements may be varied. In lieu of the special dice D, ordinary dice may be used, and various combinations of denominations used in lieu of the spot color scheme on the dice elements 59 and 60. Various other changes in the shape, size, and arrangement of parts may be made to the form of invention herein shown and described, without departing from the spirit of the invention or the scope of the claims.

I claim:

1. A game comprising a table member having a street system delineated thereon with intersecting streets and one-way streets, sets of playing pieces adapted to be moved along said streets in approaching relation by different players, and means independent of the table member for determining the distance and direction of advance for said playing pieces.

2. A game comprising a table member having a street system delineated thereon consisting of intersecting streets divided into designated spaces along the length thereof, playing elements adapted to be moved by opposing players along said streets from space to space, certain spaces of said streets being designated as "no parking" spaces upon which the playing elements can not come to rest, and means for determining the distance of space advance for said playing elements.

3. A game comprising a table member having a street system delineated thereon with intersecting streets, said streets being divided into spaces, hazards disposed along said streets, sets of playing elements adapted to be moved along said streets by opposing players, and means for determining both the distance and direction of advance for the playing elements.

4. In a traffic game the combination of a table member having a street system delineated thereon with a plurality of intersecting streets divided into spaces, a plurality of playing sets each including a plurality of elements adapted to be utilized by opposing players to move in selected arrangement along said streets to predetermined goals, hazards in the streets designating law infractions, traffic courts for each of the players adjacent the starting points of the playing elements, and means for determining the distance and direction of advance of the playing elements.

5. A game comprising a table member having a street system delineated thereon including intersecting streets with the intersecting areas of intersecting streets contrasted with the remaining areas of the streets between the intersecting areas, sets of playing elements adapted to be moved along said streets in approaching relation toward each other by different players, and means for determining the distance of advance for said playing elements, certain of the streets of said system being designated with "no parking" areas, and certain of said streets being designated as "one way" streets.

6. In combination a table board having a traffic street system delineated thereon consisting of a plurality of intersecting right angle and diagonal streets, each divided into designated spaces, the board at opposite sides thereof having a plurality of "home" spaces at the ends of said streets adapted to be utilized by opposing players, sets of playing elements for the players, each set comprising a plurality of elements for the player adapted to be placed upon the adjacent "home" spaces, and means for determining the relative distance and direction of advance for the playing elements along said streets.

7. In a game of the class described a table providing a street system delineated thereon, playing elements adapted to be operated by opposing players, said playing elements representing traffic vehicles, said street system including intersecting streets with contrasting spaces thereon, the street system in cooperative relation adjacent the position which each player assumes having "home" spaces from which the playing elements start, and said table having an area for each player adjacent his "home" spaces designated as a "traffic court" area, and means for determining by chance the distance of advance of the playing elements of one player from his "home" and "traffic court" spaces toward the "home" and "traffic court" spaces of an opposing player.

8. In a game of the class described a table providing a street system delineated thereon, playing elements adapted to be operated by opposing players, said playing

elements representing traffic vehicles, said street system including intersecting streets with contrasting spaces thereon, the street system in cooperative relation adjacent the position which each player assumes having "home" spaces from which the playing elements start, and said table having an area for each player adjacent his "home" spaces designated as a "traffic court" area, and means for determining by chance the distance of advance of the playing elements of one player from his "home" and "traffic court" spaces toward the "home" and "traffic court" spaces of an opposing player, said table having a safety zone delineated in the street system in which any of the playing elements of either player may be positioned.

9. In a game of the class described a table having a system of intersecting streets delineated thereon with starting spaces for opposing players and a traffic court area for each player adjacent said starting spaces, said street system having certain one way streets delineated thereon and certain "no parking" spaces in the street system, playing elements for the opposing players for movement across the street system, and means for determining by chance the distance of advance of the playing elements.

10. In a game of the class described a table having a system of intersecting streets delineated thereon with starting spaces for opposing players and a traffic court area for each player adjacent said starting spaces, said street system having certain one way streets delineated thereon and certain "no parking" spaces in the street system, playing elements for the opposing players for movement across the street system, and means for determining by chance the distance of advance of the playing elements, said street system having a central safety zone delineated therein upon which the playing elements may be moved in safety from an opposing player's playing elements.

11. As an article of manufacture a game table having a system of right angled intersecting streets delineated thereon with diagonal streets intersecting said right angle streets so that the diagonal streets intersect at the central point of the traffic system, said table having a safety zone at said central point of the traffic system, and said table having oppositely arranged home spaces in cooperative relation with respect to certain streets and adjacent each opposing player's position having a traffic court area.

12. In a game a table having a lay out of streets delineated thereon consisting of longitudinal and cross streets disposed in intersecting relation with contrasting colored spaces at the intersections of said streets to subdivide each street into spaces longitudinally thereof, said street system lay out being substantially square in plan and having diagonal streets extending from the corners thereof in oblique angular relation with the longitudinal and cross streets, said street system having a central safety zone thereon and including "home" spaces at the ends of certain of the longitudinal streets, and a traffic court area at the ends of one of the longitudinal streets which intersects said safety zone.

13. In a game a table having a lay out of streets delineated thereon consisting of longitudinal and cross streets disposed in intersecting relation with contrasting colored spaces at the intersections of said streets to subdivide each street into spaces longitudinally thereof, said street system lay out being substantially square in plan and having diagonal streets extending from the corners thereof in oblique angular relation with the longitudinal and cross streets, said street system having a central safety zone thereon and including "home" spaces at the ends of certain of the longitudinal streets and a traffic court area at the ends of one of the longitudinal streets which intersects said safety zone, sets of playing elements for opposing players adapted to be started from said home spaces and the traffic courts for movement toward the home and traffic court spaces of an opposing player, and means for determining by chance the relative advance of said playing elements.

14. In a traffic game the combination of a table board having a street system delineated thereon designating a plurality of intersecting streets divided into designated spaces, means on the board at the ends of the streets providing a plurality of starting points for each opposing player, playing elements for the starting spaces, each player being adapted to have a plurality of the same, and a common safety zone designated at the point of intersection of certain of said streets upon which the playing elements may come to rest in safety.

15. In a game a table having a street system delineated thereon consisting of intersecting streets with spaces arranged along the streets, playing elements adapted to be moved along said spaces by opposing players in opposite directions, said street system having certain features thereon representing traffic relations to be avoided by the playing elements in their movement on the street system, and a pair of dice for determining by chance the relative advance of the playing elements, said dice each including a cube with each face thereof having one spot thereon, and certain of said spots having the same color delineated thereon with the other spots having different colors delineated thereon.

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