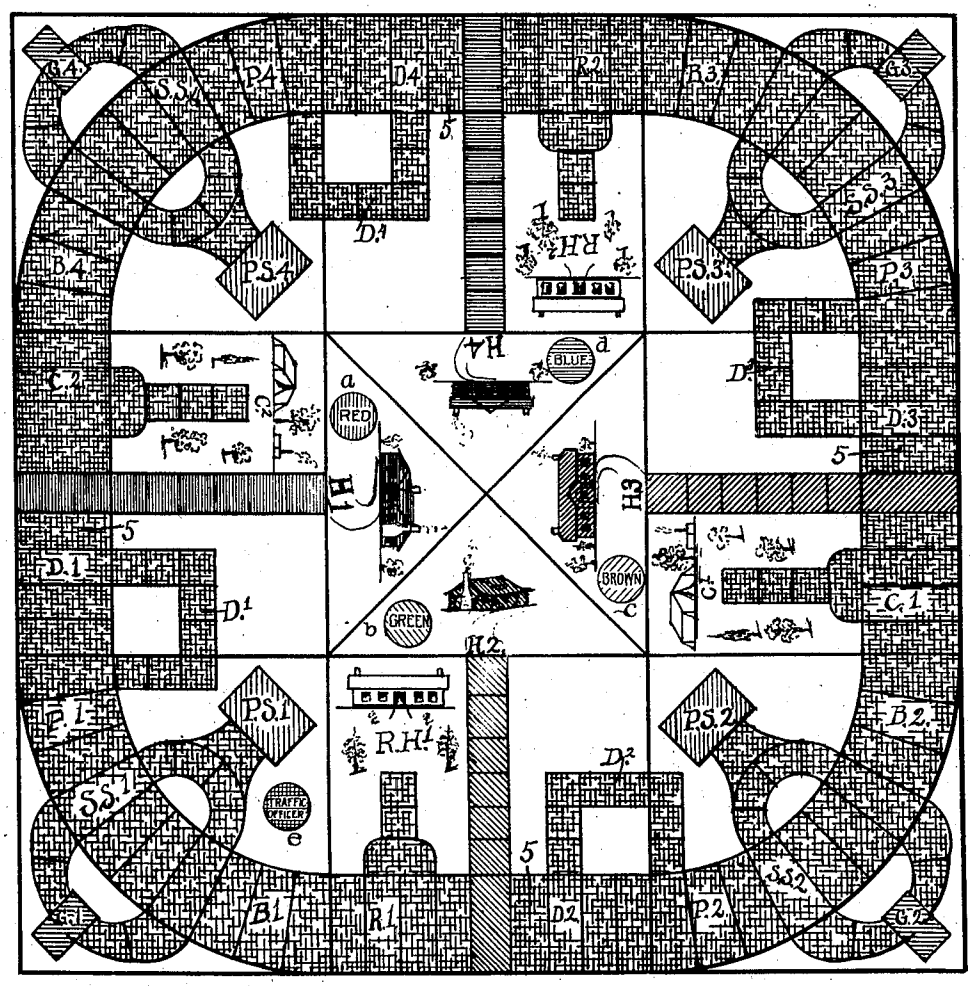
Feb. 23, 1926. 1,574,394

J. H. HOLME

AUTOMOBILE GAME

Filed June 9. 1923



James H Holme Inventor

By Mason Fenwick & Lawrence Attorneys

Patented Feb. 23, 1926. 1,574,394

UNITED STATES PATENT OFFICE.

JAMES H. HOLME, OF TACOMA, WASHINGTON.

AUTOMOBILE GAME.

Application filed June 9, 1923. Serial No. 644,515.

To all whom it may concern:

Be it known that I, JAMES H. HOLME, a citizen of the United States, residing at the city of Tacoma, in the county of Pierce and State of Washington, have invented a new and useful Improvement in Automobile Games, of which the following is a specification.

This game relates to household games designed to amuse both old and young alike, and has for its object to provide an exciting and thrilling game in which each player experiences all the amusement and excitement of an actual automobile tour, comprising detours, punctures, blowouts, shortage of gas and oil, road-houses, camps and escapes from arrests by traffic officers, all of which gives the players wholesome and interesting amusement. It also exercises the mind in observation and in calculation.

I attain these objects by means of the game board, or table chart illustrated in the accompanying drawing and suitable disks or objects to represent each player as commonly used in table games of this character.

The game board or table shown in the drawing is designed for five players though the board can be used by two, three or four players, as desired or necessary. The board is designed to be made in colors so that each player will be known by his color as well as number.

The starting point of each tourist is represented by a home in the center of the board, there being four homes, H. 1, H. 2, H. 3, and H. 4. Each home faces a public highway 5 on the outer edge of the board and which encircles the four homes as shown. This main highway, and all public turn-outs thereon are designed to be in yellow. The home 1, is a little red house with a red lane therefrom to public highway 5. Home 2 is a green house with its green private lane to the highway 5. Likewise, house 3, and its private lane is brown and house 4 and its lane is blue. The police stations P. S. 1 to P. S. 4, are designed to be in red, and the service stations G. 1 to G. 4 are designed to be of blue. The remaining spaces not occupied by roads and station may be green or left white.

In making my game board or table I do not limit myself to the colors named but reserve the right to vary or change the colors in any way I may choose to secure a more attractive and interesting game board.

It will be observed the highway 5 is divided into a number or multiple of spaces and has numerous turnouts and stops designed to hinder the progress of the tourist. The spaces D. 1 to D. 4 indicate a detour where the players, if stopped thereon, have to turn off the main highway and travel eight spaces instead of two. The spaces P. 1 to P. 4 indicate a puncture and if stopped thereon, the player is set back one or more spaces as the rules of the game may determine.

The spaces S. S. 1 to S. S. 4 indicate service stations and if stopped thereon, the player is out of gas, and oil, and must turn out to the nearby gas station G. 1 to G. 4, and has to travel five spaces instead of two. The spaces B. 1 to B. 4 indicate blowouts and when stopped thereon, the player is set back one or more spaces as the rules of the game direct.

The spaces R. 1 and R. 2 indicate road houses and when stopped thereon, the players must turn off for food or refreshments, which adds seven spaces to his line of travel. The spaces C. 1 and C. 2 indicate camping places and when stopped thereon, the player must turn out and camp for a night which adds nine spaces to his tour.

Any one of the police stations P. S. 1, to P. S. 4, may be the home of the traffic officer who has a part in the game. When he is stopped on the same space with any of the one to four other players, that player is placed under arrest and has to turn back to the nearest police station in his rear before he can again travel forward.

Having thus described my newly invented game board, I will now briefly give the rules by which the game of automobile tours may be played.

Each player, supposed to live in one of the four houses, is allowed to use an equal number of cars, one to four cars each, represented by disks *a*, *b*, *c*, *d* or blocks of the same color as his respective home. The traffic officer *e* has but one car of black or other suitable color.

Each player sits on the side of the table facing his respective home and with his color cars in the triangular space in which the home is located. The traffic office takes

P. S. 1 of the police stations as his starting point.

The movement of each car is determined by throwing dice, preferably using two dice only. The dice will first be cast by each player and the one having the highest cast will start one car down his home lane toward the main highway and thence proceed to his right as far as the count of the dice indicates, in spaces on the lane and highway. The next player to the left will then cast the dice and start one car in like manner, and each remaining player will proceed in the same way until each one has started one car. The traffic officer will than cast the dice and start his motor cycle and count out from the police station 1 onto the main highway on which he may travel in any direction, but not on the side lanes.

After the first throw of the dice, any player may split the count of the dice, counting one car forward the number of spaces indicated by one of the dice and another car forward by the number indicated by the other dice. The traffic officer may not split his count of the dice. This is of advantage to the home tourists to avoid side lanes, penalties or arrests. Each player has to cast the dice in turn for the movement of each of his cars.

It will thus be observed as each player casts his dice, he knows the number of spaces he may travel on the main highway. If he lands on a clear space he can continue on the main highway at the next cast of the dice. Should he be stopped on any one of the spaces marked as described, he will be set back the number of spaces shown on the board, or indicated by the rules of the game, and his progress will be delayed accordingly on account of having to travel the additional number of spaces, which are imaginary measures of distances. The rules may be formed to most suitably comply with the uses of the game board and to the ideas of the players, but when adapted the game can be played with equal interest and advantage to each player.

It will be observed the game will be of value in the cultivation of mental calculation and in stimulating keen observation in trying to avoid the side lanes, the penalties and the arrests that beset his course on the main highway. It is a good mental and moral game.

It is to be observed the player who first returns to his home with all his cars, is the winner of the game.

It may be further observed when more than two play the game, one should be the traffic officer, for he is quite a factor of excitement and pleasurable anxiety in the progress of the game.

As an article of manufacture the automobile tourist game board may be made in the usual form of checker boards and other game boards to fold up or in the form of a portable table top as may be most suitable. I reserve the right to vary the size and form as may seem most practicable and as circumstances may require.

Having thus described my invention, I claim:

1. An automobile game comprising a board or table chart and playing members and traffic officer member, said board consisting of a starting point indicated by two or more homes, a road or lane leading from each of said homes to a main encircling highway, said main highway divided into units or spaces to measure an equal distance of travel over the same for each tourist when touring thereon from each of said homes and returning to the same.

2. An automobile game comprising a board and playing members and traffic officer, said board having thereon representations of a multiple of homes as starting and terminal points centrally located on said board, a private lane connecting each of said homes with a main highway encircling said centrally located homes, said main highway, so measured with spaces as to secure an equal distance of travel for each player making a return tour from said homes thereon, and said highway having spaces whereby tourists stopped thereon are compelled to travel side lane, suffer delays, penalties and arrests as shown and described and as set forth in the rules of the game.

3. An automobile game comprising a multiple of home starting and terminal points centrally located on said board, each of said homes located on a main encircling highway equally distant from each other and from said highway, a traffic officer player and police stations located near said highway from which the traffic officer player may go forth onto the main highway and take part in the game by making arrests thereon as conditions will permit.

JAMES H. HOLME.