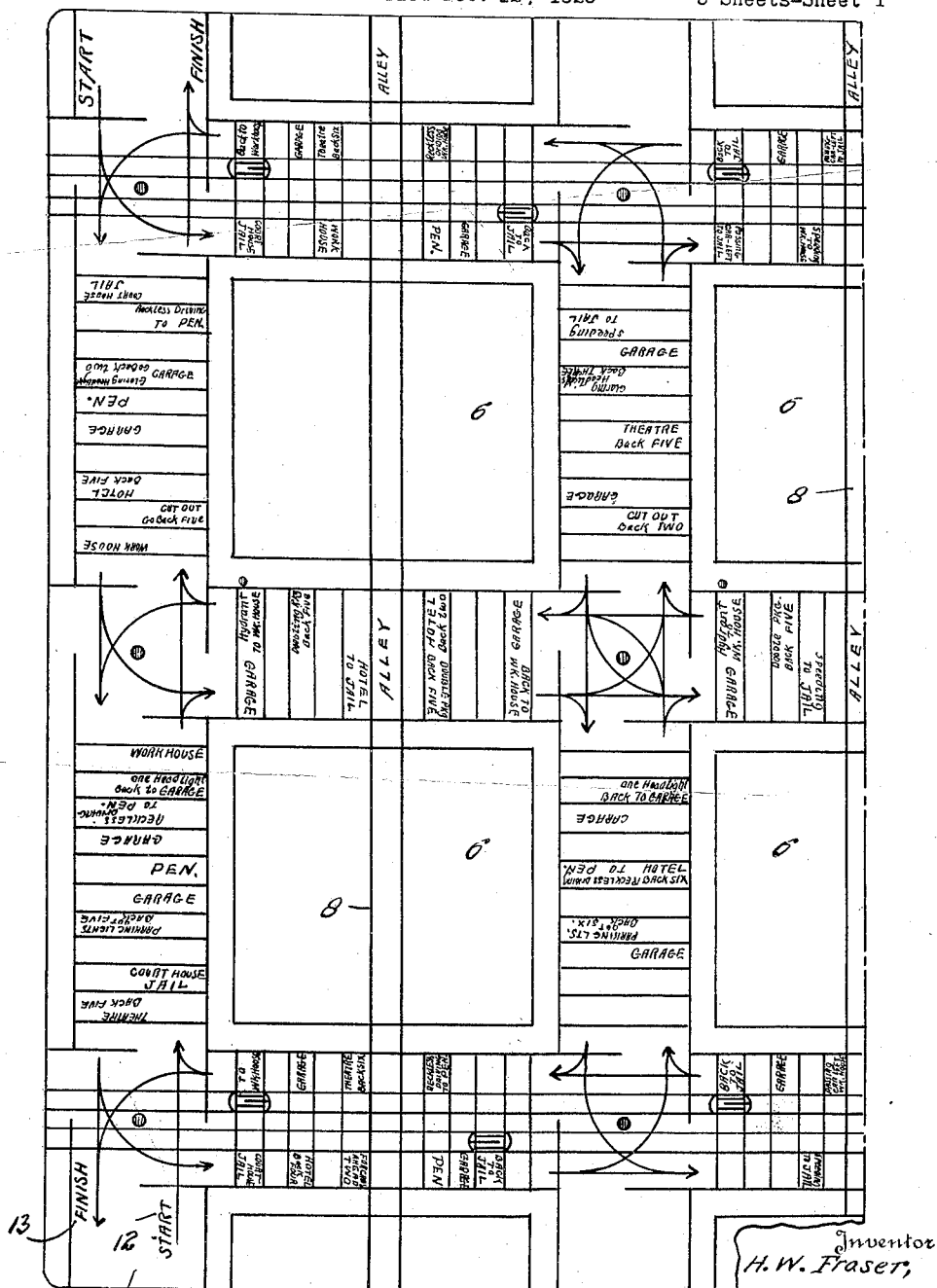


1,505,071

GAME APPARATUS

3 Sheets-Sheet 1



5 Fig: 1.

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1,505,071

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3 Sheets-Sheet 2

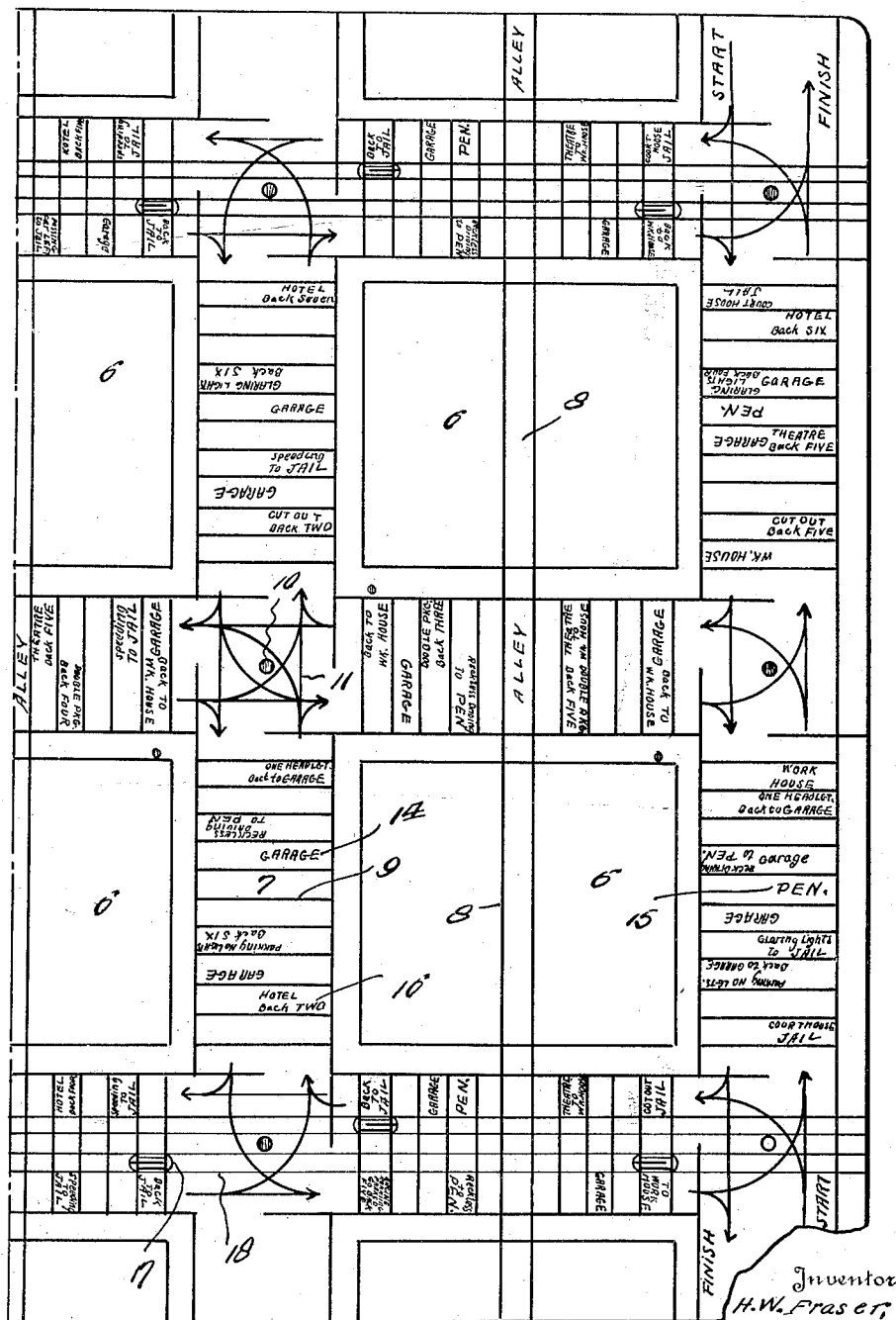


Fig: 1^a.

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GAME APPARATUS

Filed Dec. 12, 1923

3 Sheets-Sheet 3

Fig. 2.

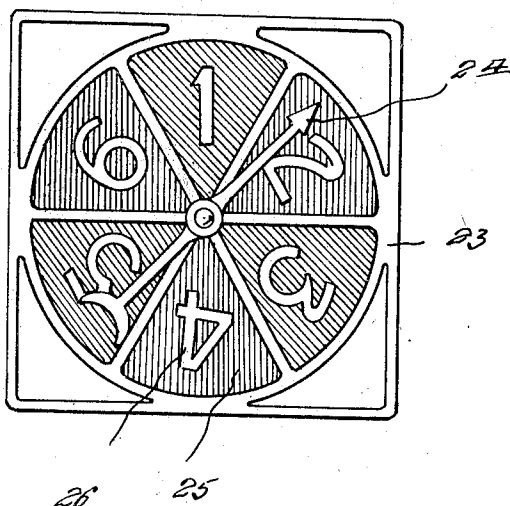


Fig. 3.

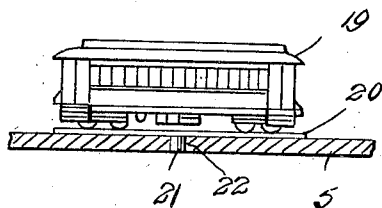
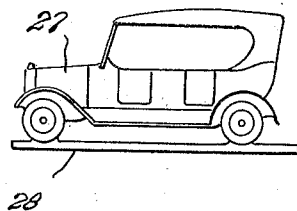


Fig. 4.



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UNITED STATES PATENT OFFICE.

HERBERT FRASER, OF MINNEAPOLIS, MINNESOTA.

GAME APPARATUS.

Application filed December 12, 1923. Serial No. 680,146.

To all whom it may concern:

Be it known that I, HERBERT FRASER, a citizen of the Dominion of Canada (who has applied for citizenship in the United States of America), residing at Minneapolis, in the county of Hennepin and State of Minnesota, have invented certain new and useful Improvements in Game Apparatus; of which the following is a specification.

This invention relates to certain new and useful improvements in game apparatus, and has particular reference to a game apparatus that is chance controlled.

The primary object of the invention is to provide a chance controlled game apparatus that will not only serve to provide highly enjoyable amusement to both old and young, but which will, through the playing of the same, familiarize the players of the game with the various rules and regulations governing automobile traffic in a town or city.

Another object of the invention is to provide a chance controlled motor vehicle traffic game which embodies movable game pieces adapted to be moved from a predetermined starting point to a predetermined finishing point, and during the movement of which such game pieces are subject to penalties in a realistic manner, whereby the particular rules and regulations governing the operation of motor vehicles in any town or city may be most effectively impressed upon the minds of the players, so that the players will familiarize themselves with actual rules and regulations for personal benefit when actually operating the motor vehicle in the city or town.

Still another object of the invention is to provide a game apparatus which is simple and cheap in construction, and capable of being easily played to advantage, the game presenting substantially all penalties that are actually presented to a driver when operating a motor vehicle in a city or town, whereby the players are familiarized with these rules and regulations.

Other objects will appear as the nature of the invention is better understood, and the same consists in the novel form, combination and arrangement of parts hereinafter more fully described, shown in the accompanying drawings, and claimed.

In the drawings, wherein like reference characters indicate corresponding parts throughout the several views:

Figure 1 is a plan view, partly broken

away, of substantially one-half of a game board constructed in accordance with the present invention.

Figure 1^A is a view similar to Figure 1 of the other half of the game board, this view, together with Figure 1, showing substantially the entire game board.

Figure 2 is a plan view of a preferred form of spinner utilized for determining the number of spaces moved by the game pieces of the several players.

Figure 3 is a fragmentary view, partly in elevation and partly in section, as well as drawn on a larger scale, and illustrating one form of providing the board with street car, and

Figure 4 is a side elevational view of one of the game pieces.

Referring more in detail to the drawings; the game board 5, has its surface divided into a plurality of blocks or squares 6, bounded by the representations of a street of a city or town, which streets are indicated at 7, and intersect each other at a plurality of points. The blocks 6 are also divided by the representations of alleys as at 8, and the several streets are subdivided into sections, by means of cross lines 9.

At the center of the several street intersections are traffic signals 10, which have no bearing upon the game other than to lend to the game board a realistic appearance, and several curved and straight arrow lines 11 are provided at each intersection as at 11, to indicate the directions in which traffic may move so that the players may be advised as to which directions the game pieces may be moved in. Each corner of the board is marked to indicate starting points and a finishing point as respectively indicated at 12 and 13, and in the board shown, provision is made for permitting four players to use the game at the same time, if desired, and the object of the game is to move the game piece from a starting point at one corner of the board to a finishing point at the diagonally opposite corner of the board, the player succeeding in accomplishing this first winning game.

Printed in certain of the sections or spaces of the several street representations and progressing in one direction at the right hand side of said street are various indications of the location of particular buildings or places contained in the city or town, such as the garage 14, penitentiary 15, and so forth.

At the same side of each of the streets and in certain other of the sections or spaces thereof are various forms of penalties or penalty indications, such as the notations that a player will have to move his game piece back two sections or spaces for stopping in front of a hotel, as indicated at 16. The streets contain similar location and penalty indications at the left hand sides of the street, progressing in the opposite direction, so that a player moving in one direction or the other may readily read such indications.

At the approach to each street intersection, and at the proper side of the street is a representation as at 17 of a stationary car with its doors open as in the act of taking on or letting off passengers, and beside each representation of a car 17 in the space aligned therewith is the particular penalty indication applicable to drivers of motor vehicles passing a car when taking on or letting off passengers. These representations of street cars may be printed upon the surfaces of the board along with representations as at 18 of the street car lines which are provided upon certain of the streets, but as shown in Figure 3, the game may be given a more realistic appearance by providing figures simulating a street car for application to the board. In Figure 3, the street car 19 is mounted upon a suitable base 20, having a rigid depending dowel pin 21 adapted for engagement in a suitable opening provided as at 22 in the game board 5, one of which openings is provided at the proper places at opposite sides of certain of the street intersections. In mounting the street cars in this manner they will not be readily displaced when the board is in use, but may be removed when the game is not being played.

The number of street spaces or sections that each player is to move his game piece is preferably decided by a spinner, such as shown in Figure 2, comprising a suitable plate 23, upon which is centrally pivoted a rotary pointer 24, and upon the surface of which is provided radial sector shaped spaces 25, alternate ones of which are colored red, and the remaining ones of which are colored green, numbers progressing from 1 to 6 being provided as at 26 within the sector shaped spaces 25. The rules of the game may provide that if the spinner stops on a line between two numbers, it will mean "out of gas" and that the car of this particular player will have to move backward or forward to the nearest garage as the case may be. If the car or game piece of a particular player should stop on a space nearest the intersection which is being approached and the spinner pointer stop on a red number space, it will indicate that the inter-section traffic signal is turned to a stop

signal position, and that this particular player accordingly loses his turn and cannot move until he succeeds in having the spinner pointer stop on a number provided in the green space. In the use of the game, it is necessary that the game piece of a particular player stop on a space directly beside the street car in order to be subject to the penalty therefor, no penalty being inflicted if the move takes the particular game piece beyond this space or to a point or space removed therefrom either forwardly or rearwardly.

The game pieces may be in the form of miniature automobiles as indicated at 27, preferably mounted upon a suitable space as at 28, so as to rest flatly upon the board, and within any of the street sections or spaces to which they are moved, the game piece of one player being of a different color or otherwise made so that each player may distinguish his game piece from those of the other player. It will be noted from the manner in which the arrow lines 11 are provided at the street intersections, that the several players may select a particular one of a plurality of routes in endeavoring to reach the proper finish point, thereby providing for variations in the manner of playing the game so as to embody more interest therein, and it is noted that the several location indications, such as the indication 14 of the garage, will indicate that a garage is supposed to be contained in this particular block, directly opposite the street section or space in which this indication 14 is printed. The same applies to the location indications of the penitentiaries, jails, theaters, and the like. The rules of the game may provide that should a player's game piece stop directly in front of an alley, such game piece must be moved forward or backward as found most desirable for a predetermined number of spaces, no parking be allowed directly in line with the alley.

The game will be placed in the general manner practiced by other forms of chance controlled game apparatus, in that the several players will successively take turns at rotating the spinner pointer 24, for determining the particular move which they will take, and in view of the foregoing, it is believed that the construction and operation, as well as the advantages of the present invention, will be readily understood and appreciated by those skilled in the art.

What I claim as new is:

1. In a game, a game board whose surface contains the representation of the streets of a town or city which divides the surface of the game board into a plurality of blocks, certain of the streets terminating at the corners of the board, start and finish indications at each corner of the board, the streets being divided into sections, indications in

certain of the street sections for denoting location of penitentiaries, garages and the like, further indications in other of said street sections denoting penalties in the advance of a game piece from its starting to its finishing point, game pieces movable over the face of the board to follow the street indications, and curved and straight arrow lines at the street intersections for denoting a plurality of courses which may be followed by each game piece in moving from start to finish points thereof.

2. In a game, a game board whose surface contains the representation of the streets of a town or city which divides the surface of the game board into a plurality of blocks, certain of the streets terminating at the corners of the board, start and finish indications at each corner of the board, the streets being divided into sections, indications in certain of the street sections for denoting location of penitentiaries, garages and the like, further indications in other of said street sections denoting penalties in the advance of a game piece from its starting to its finishing point, game pieces movable over the face of the board to follow the street indications, street car line indications upon certain of said streets, street car indications associated with the street car lines at the sides of the street intersections, said street cars being stationary and denoted in the act of taking on or

letting off passengers, certain of said penalty indications being provided beside the street cars to denote the penalty for passing a street car when taking on or letting off passengers.

3. In a game, a game board whose surface contains the representation of the streets of a town or city which divides the surface of the game board into a plurality of blocks, certain of the streets terminating at the corners of the board, start and finish indications at each corner of the board, the streets being divided into sections, indications in certain of the street sections for denoting location of penitentiaries, garages and the like, further indications in other of said street sections denoting penalties in the advance of a game piece from its starting to its finishing point, and game pieces movable over the face of the board to follow the street indications, indications dividing the blocks into alleys, traffic signal indications at the street intersections, and a spinner for determining the amount of street sections to be moved by the players at each turn having numbered spaces of alternately red or green colors for determining whether a particular player may move his game piece across a street intersection or not.

In testimony whereof I affix my signature.

HERBERT FRASER.