

C. H. MOHR.
GAME APPARATUS.

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1,125,867.

Patented Jan. 19, 1915.

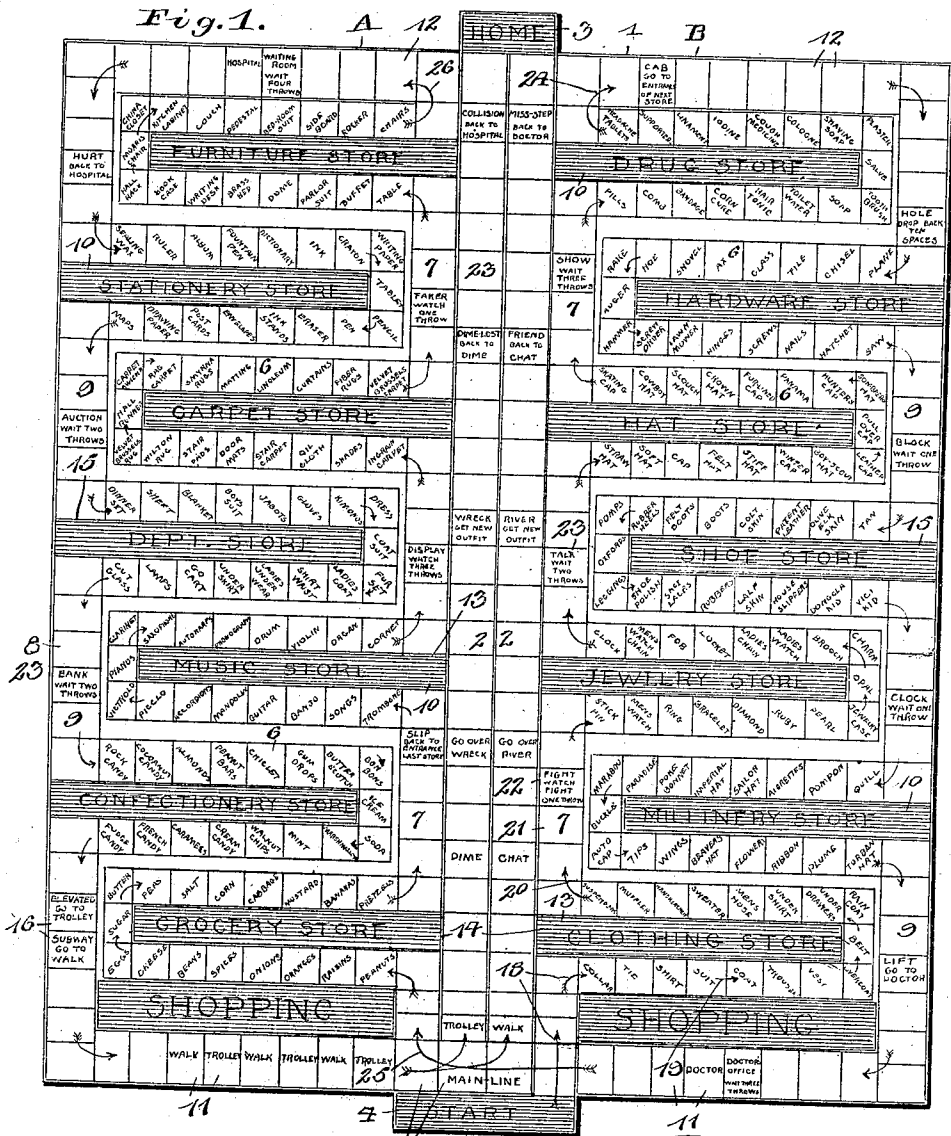


Fig. 2.

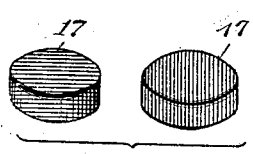
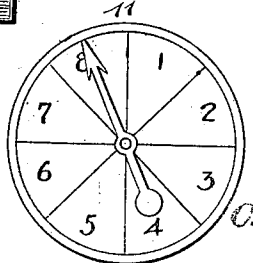


Fig. 3.



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To all whom it may concern:

Be it known that I, CLINTON H. MOHR, a citizen of the United States, residing at Allentown, in the county of Lehigh and State of Pennsylvania, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to game apparatus; and it has for its object the provision of a device of this character which will be simple in construction, interesting, educational and amusing.

With the above and other objects in view, the invention consists of certain novel features of construction, combination and arrangement of parts, as will be hereinafter described and claimed.

In the accompanying drawings:—Figure 1 is a plan view of the game apparatus; and Fig. 2 is a perspective view of two of the playing disks. Fig. 3 is a perspective view of a dial and pointer for use in connection with my game apparatus.

The game board 1 may be constructed of cardboard or any other suitable well known material that may be readily folded so that the device may be arranged in a relatively small package when not in use. The playing surface of the board is divided into two separate and distinct groups of playing fields by companion rows of blocks 2, two of such rows being shown in the present instance and arranged at one end of the board in communication with a goal 3, while at the opposite end said rows are separated from a starting station 4 by means of blocks or squares 5, as shown. The groups A and B which are separated from each other through the longitudinal rows of squares 2, are each subdivided into a sinuous course 6, whose leads open into a longitudinal row of squares 7 at one side of the goal routes 2, and a second subdivision embodying sinuous courses divided into squares 8, whose leads open into outer longitudinal rows of squares 9. In this manner the sinuous courses described by the blocks 6 are arranged with their leads substantially overlapped by the sinuous courses described by the squares 8 while each of said courses through such sinuous formation is divided into communicating divisions 10 representing stores and arranged so that the squares 8 may have printed or otherwise suitably formed thereon the names of articles of merchandise. At

the lower end of the playing surface the board is provided with transverse rows of squares 11 which open toward the center of the board and in the direction of the squares 5 while at the opposite ends said transverse rows open toward the longitudinal rows 9. At the upper end the playing surface of the board is divided into transverse rows of squares 12 which communicate at their outer ends with the rows 9, while at the inner ends they are arranged in communication with the upper leads of the adjacent sinuous playing courses.

The longitudinal rows of squares 2 describe the main route to the home goal 3, and as shown the row to the left has its first square printed or otherwise formed therein the word "Trolley" while the similar square to the row to the right has printed or otherwise suitably arranged therein the word "Walk," for a purpose to be hereinafter referred to. Certain of the squares 2 in the left row form penalizing stations 12. The spaces 10 defined by the squares 6 have their longitudinal rows or leads separated from each other by a relatively long square 13, whose inner end intersects the squares 7, as at 14. The spaces 10 defined by the squares 8 have their longitudinal leads separated from one another by relatively long squares 15, the outer ends of which are extended into the rows 9, intersecting the same and interrupting the rows and thereby rendering a particular space or portion of no playing value. In each of the relatively long spaces 13 and 15 may be printed the name of the store described by the adjacent part 10 of the playing surface, while the squares surrounding each of said spaces 15 has printed or otherwise suitably formed therein the names of articles of merchandise. As an example the space 10 in the lower left-hand corner of the playing surface may have printed upon its squares 6 the words "Pretzels," "Bananas," "Mustard," "Cabbage," "Corn," "Salt," "Peas," "Butter," "Sugar," "Eggs," "Cheese," "Beans," "Spices," "Onions," "Oranges," "Raisins" and "Peanuts". Two of the squares 9 near the lower left-hand end of the playing surface of the board may have indicating matter 16 printed therein such as "Subway", "Go to walk" and "Elevated, go to trolley", respectively, which correspond with similar matter printed in the first stores 2 forming the goal routes and which are

designed to indicate that a player must continue to the goal through one or the other of said routes. The squares 11 at the lower left-hand portion of the playing surface has also printed or arranged therein and preferably in the alternate ones, the words "Trolley" and "Walk", respectively which have the same significance as the matter 16 just described and which indicates to the players which of the two goal courses in the main line he must proceed on.

In describing the rules to playing the game, it is said that two or more of such disks as those indicated at 17 in Fig. 2 may be employed, each being differently colored so as to be distinguished from each other. Two or more players may select disks and arrange the same in the starting station 4 and in alternate order the players advance themselves in the direction of the arrows 18 according to move indicating numbers which may be determined by providing a suitable dial and pointer such as shown in Fig. 3, a die or the like. The disks are moved manually by the players, a number of spaces corresponding to the indication of the pointer or die. Before starting, each player selects from the store indicating spaces 10 a list of articles which he desires to purchase on his journey toward the goal, the number of articles on the list of one player agreeing with the number of articles on the list of the other player, as will be understood. It is also stated that at least one article from the store indicating spaces must be selected. From the arrows 18, the players advance across the squares 6 in the first lower right-hand space 10 as indicated by the arrow 19 and then around the space and over the squares 6, as at 20 and then in the direction of the arrow 21 and then into the squares 7, as indicated by the arrow 21, where they proceed unless the final move of the last move indicating number causes the player to rest in the penalizing space 22. In this event, the player is compelled to rest for one or a prescribed number of those of the companion players. Similar interrupting spaces 23 are formed throughout the course described by the squares 7, as shown in Fig. 1. After the player has traversed the playing squares 6 of the upper space 10 in the right-hand corner of the board, he proceeds over the course defined by the squares 12, as indicated by the arrow 24. The player then proceeds on his journey by traversing the squares 9 and then entering the space 10 defined by the squares 8 and then continues until the lower right-hand corner of the playing surface of the board is reached. From this point the player traverses the squares 5, as at 25 and he then enters the spaces 10 defining the stores in the other sub-division of the board and finally the player proceeds as directed by

the arrows 26 traversing the squares 12 at the upper right-hand corner and then finally entering into the squares 11 at the lower left-hand corner of the board wherein the indicating data therein will indicate to the player which of the two longitudinal rows of squares 2 he must proceed in in his journey home. The numbers thrown by the player must bring the player into a designating square 6 or 8 wherein is contained the name of the article which is made a part of his selected list. If such indicating throw brings the player in the desired squares his articles are checked off the list. The player finishing at the goal 3 with the greatest number of articles checked from his list is considered the winner. It is described that no player can complete his journey to the goal or home 3 as long as another player is in the home route described by the squares 2. It is, of course, understood that the different squares outside of the squares 6 and 8 may have any suitable matter printed therein for the purpose of imposing penalty on the player or permitting the player to be advanced for a prescribed number of playing spaces. If one player, by the number designated at the time of his throw, is forced into the square occupied by another player the latter is compelled to go back to that square previously occupied by the former.

From the foregoing description, taken in connection with the accompanying drawings, the construction and operation of the invention will be readily understood without requiring a more extended explanation.

Various changes in the form, proportion and the minor details of construction may be resorted to without departing from the principle or sacrificing any of the advantages of this invention, as claimed.

Having thus described my invention, what I claim is:—

1. In a game board comprising a base having a playing surface formed with a medial passage, and sinuous courses on opposite sides thereof, the said courses being in communication with each other at one end of the passage, and indicia provided throughout said courses indicative of articles of merchandise.

2. A game board comprising a base having a playing surface formed with a plurality of courses and a passage common to the said courses and having one end communicating therewith, the said courses being provided with printed matter at intervals throughout the extent thereof indicative of articles of merchandise, the said courses being further provided with numerals arranged at intervals thereof and arranged in consecutive order from one to twenty-five.

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secting points of the passage and also points
throughout the courses.

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

CLINTON H. MOHR.

Witnesses:

GERTRUDE M. MOHR,
PETER H. HYDT.