

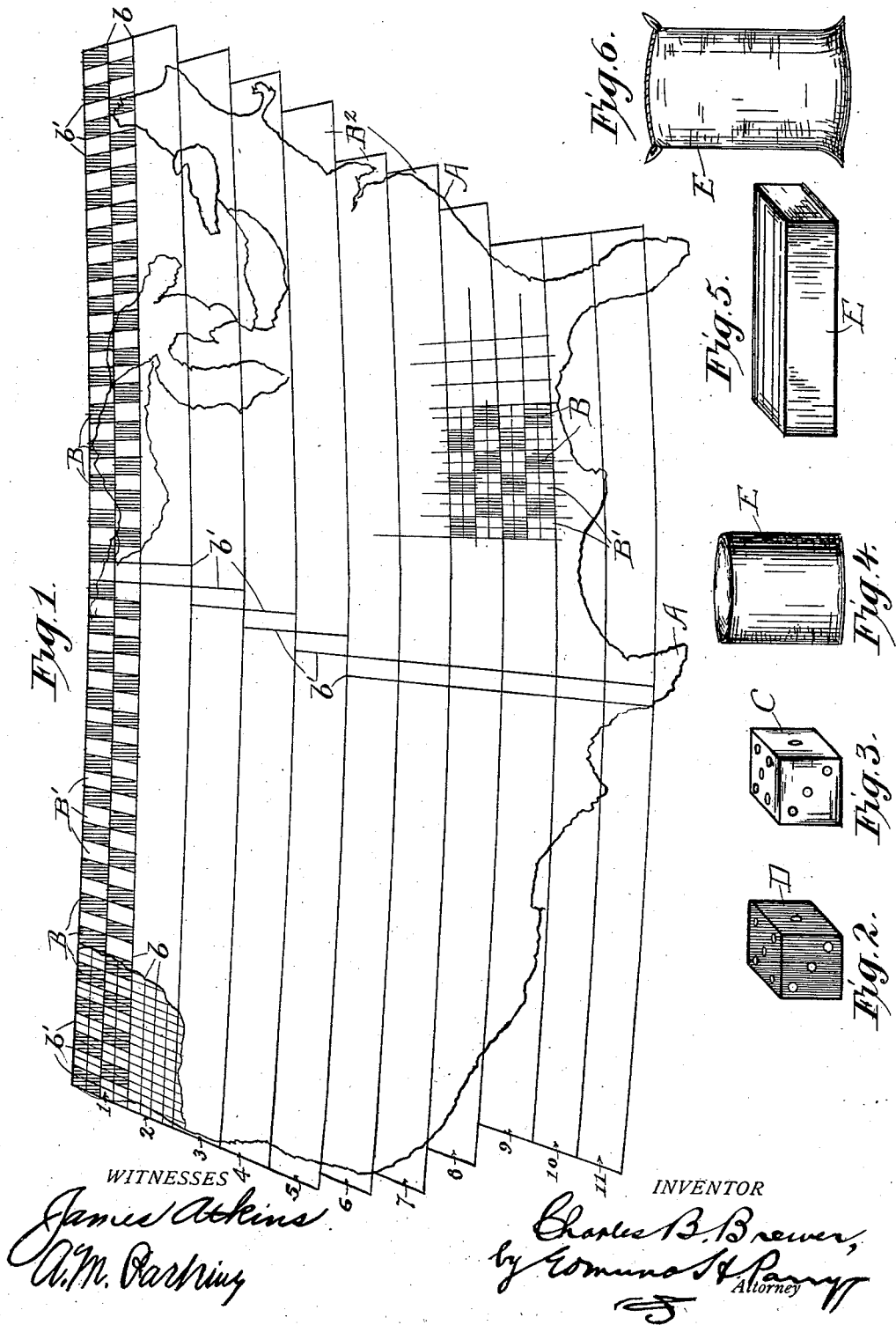
C. B. BREWER.

GAME.

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1,065,775.

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UNITED STATES PATENT OFFICE.

CHARLES B. BREWER, OF HYATTSVILLE, MARYLAND.

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Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, CHARLES B. BREWER, a citizen of the United States, residing at Hyattsville, in the county of Prince Georges and State of Maryland, have invented certain new and useful Improvements in Games, of which the following is a specification, reference being had therein to the accompanying drawing.

This invention relates to games.

The object of the invention is to provide an attractive game and one which is characterized by the feature of being educational and, particularly, in connection with the recently-established Government parcel post system. For this reason I have designated it "parcel post game."

In the accompanying drawings, I have exemplified one embodiment of the game.

In these drawings: Figure 1 is a view in plan illustrating a base-map with certain parts of the contemplated features of the invention; Figs. 2 and 3 are views, in perspective, of a plurality of kinds of dice which are used in the game; and Figs. 4, 5 and 6 are similar views of elements to typify "parcels."

The game of "parcel post" is played on a base-map A, which, in this instance, is copied from the official parcel post map of the United States: For convenience, four colored secondary blocks or (so-called) units of area make primary blocks B and B', preferably of relatively different color—for instance, red and white, respectively—over which the parcels must be shipped. These primary blocks B and B' are subdivided to form the secondary blocks by longitudinal lines *b* and latitudinal lines *b'*, as shown. The country is divided into, say, eleven zones, each zone B² representing the height of four secondary blocks. These zones are numbered "1" to "11," respectively, to correspond with the weights that are allowed under the parcel post law.

As stated in the rules, 1-pound weights move in the zone #1; 2-pound weights in zone #2; 3-pound weights in zone #3; and so on.

Three dice, to represent carriers, are preferably used in the game, one of one shape, color or size, C, and two of a different character, D. The two white dice, C, indicate the weights, and the three dice together, C and D, indicate the distance to which parcels may be moved. The distinction be-

tween the dice may also be effected otherwise, as by making them of different size, shape, etc.

The "parcels," represented by the reference-character E, are made up of farm and dairy products, and it is arranged that these must start on their travel from the interior of the country and reach the coast. Manufactured and confectionary products, etc., and sea-food, for instance, must start their travel at one or the other coast and move across the country to the opposite coast.

The game can be played by two, three or four players, singly or as partners.

A player throws the three dice at each throw. As the two white dice D indicate the weights of the parcel, and the three dice together, C and D, indicates the distances which the parcels may be moved, it will be understood that if the throw of the white dice results in a showing of 1 and 4 (totaling 5), and the three dice together 1, 4 and 6 (totaling 11), the player can move five pounds of parcels the distance of eleven red spaces or white spaces as represented by the aforementioned secondary blocks. The indicated weight may permit a single parcel or two or more parcels to be moved. 1-pound parcels must be moved with other parcels. If the total throw of the white dice C exceeds the weight of a parcel still to be shipped, the next lower parcel may be shipped. If it is less than the weight, the throw is lost.

The first and third players (if more than two are playing) move on the white spaces and the second and fourth players move on the red spaces. The first and third players move from right to left, and the second and fourth in the opposite direction.

The weights range from one to eleven pounds to accord with those of the parcel post law. They must be moved in their proper zones as indicated by the zone-designating numerals at the sides or center: Thus, a 1-pound weight moves in the first zone; the 3-pound weight in the third zone; the 11-pound weight in the eleventh zone; and so on.

Two sets of "parcels" are provided for each player: Farm and dairy products must move from the center space, in the interior of the country, to the coast. Factory products and imported articles, like coffee, tea, spices, and cigars, fish, etc., must start their

travel from one sea coast and be shipped to the other coast.

If a "parcel" reaches a space with a number corresponding to the weight of the parcel, that number of spaces may be added to its travel: Thus, if a 4-pound weight falls on a #4 space, four spaces may be added to its travel.

The top numbers are generally used when shipping from coast to coast, or from the interior.

If a "parcel" reaches a block in which the capital of a State is located, it is entitled to travel to the next block in which a town lies. If there is no such block, the "parcel" is entitled to its final destination.

A player may use his throw to move his own parcels or to have his opponents' removed from the board and start the trip over; but this may only be done when the sum of the white dice indicates the exact weight of the parcel and the sum of the three dice the number of the distance-block.

The game is won by the first carrier who reaches the coast with all his parcels. If the game is played with partners, a partner may use his play to advance his own or his partner's shipments.

What I claim is:

1. A game including a base-map provided with units-of-area markings and with zone-division markings; a series of parcel-instrumentalities; and a plurality of dice.

2. A game including a base-map provided with units-of-area markings and with zone-division markings; a series of parcel-instrumentalities; and a plurality of distinctive dice.

3. A game including a parcel-post map

provided with a series of zone-division markings and with a series of units-of-area indications embraced within said zone-divisions; a series of typical parcel-instrumentalities; and two series of die-instrumentalities, some of the series being of one distinctive coloring to indicate one thing and some other of the series being of a different distinctive coloring to indicate another thing.

4. A game including a parcel-post map provided with a series of zone-division markings and with a series of units-of-area indications embraced within said zone-divisions; a series of typical parcel-instrumentalities; and two series of die-instrumentalities, some of the series being of one distinctive coloring to indicate one thing and some other of the series being of a different distinctive coloring to indicate with other distinctively colored dice another thing.

5. A game including a parcel-post map provided with a series of zone-division markings and with a series of units-of-area indications embraced with said zone-divisions; a series of typical parcel-instrumentalities; and two series of die-instrumentalities, two of a white coloring indicative of weight, and one of a red coloring which with the two white are indicative of distance of travel.

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

CHARLES B. BREWER.

Witnesses:

EDMUND H. PARRY,
A. M. PARKINS.