

Jan. 24, 1928.

1,656,943

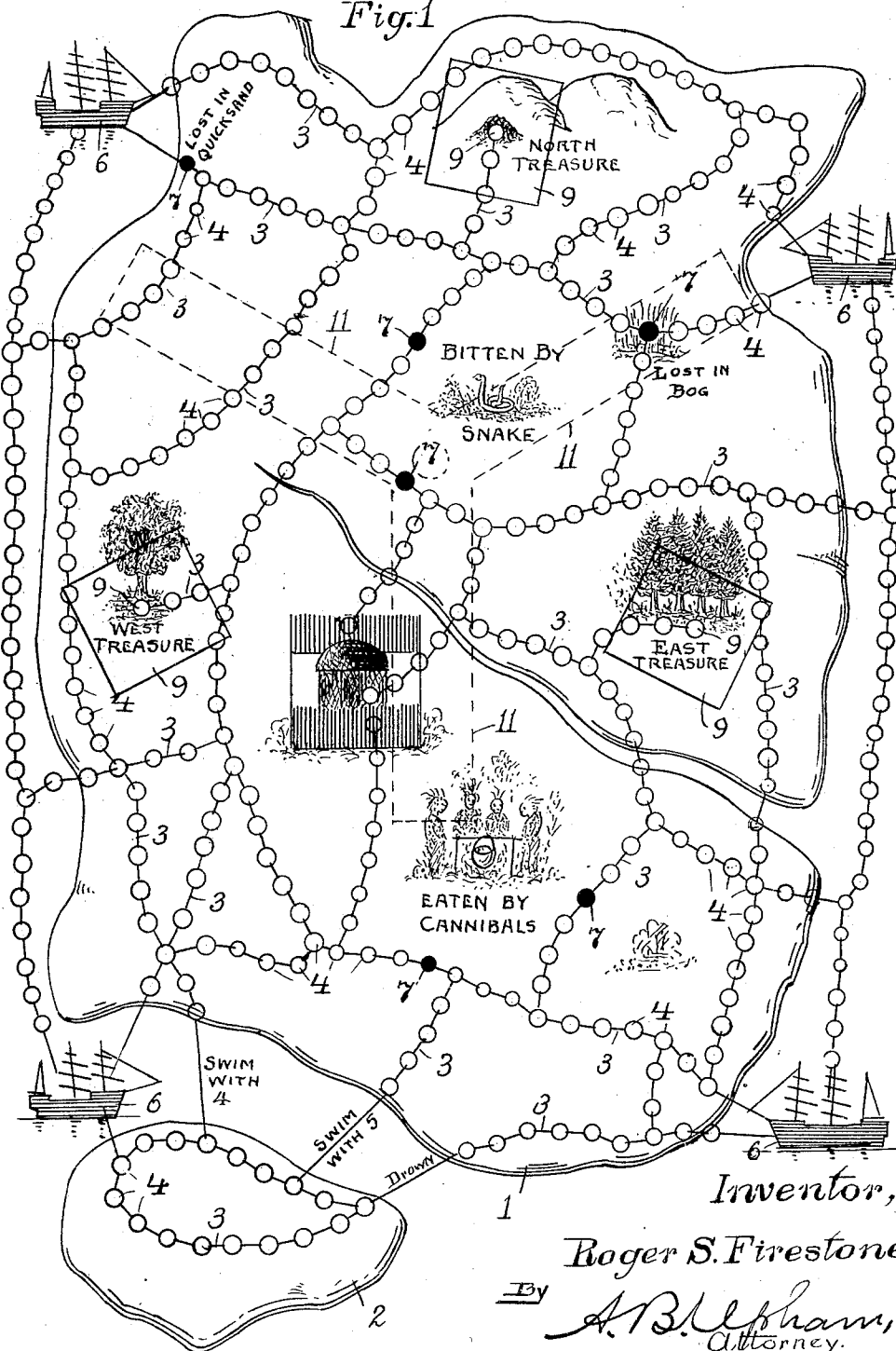
R. S. FIRESTONE

GAME

Filed Feb. 25, 1927

2 Sheets-Sheet 1

Fig. 1



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2 Sheets-Sheet 2

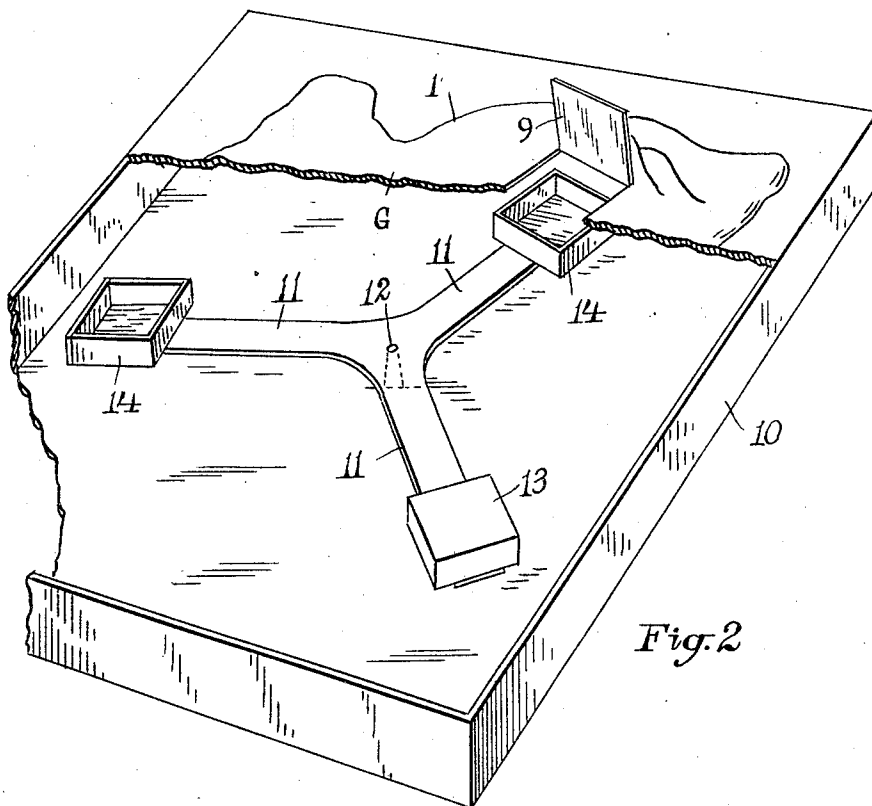


Fig. 2

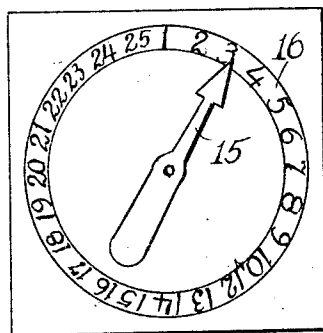


Fig. 3

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UNITED STATES PATENT OFFICE.

ROGER S. FIRESTONE, OF AKRON, OHIO.

GAME.

Application filed February 25, 1927. Serial No. 170,841.

This game, which I call a Treasure Hunt, comprises a representation of a tract of territory, preferably an island, having numerous paths of spaced markings leading from certain landings to different spots supposed to conceal buried treasure; certain parts of the paths bearing indications that the "man" landing thereon meets with some disaster, such as being bitten by a snake, buried in quicksands, eaten by cannibals and the like, and must be removed from the board.

Progress along the paths is controlled by numbers, as those designated by a spun dial; and the "buried treasure" can only be reached when the "man" nearest thereto gets the proper number to land him thereon. To render the hunt more uncertain, each "buried treasure" is represented upon a small trap door, which, when raised, shows whether the treasure is there or not. The "treasure" is preferably located in a small "chest" supported upon a rotatable wheel or the like, preferably three or more arms one of which carries the "chest" of "treasure", and the others of which carry empty "chests". This wheel or skeleton is set to rotating beneath the game board at the beginning of the same, so that none can know beneath which trap-door the "treasure chest" will be found.

In the drawings forming part of this specification, Fig. 1, is a plan view of the face of the game board. Fig. 2 is a perspective view of the box bearing the game board, a part of the latter being broken away. Fig. 3 is a plan view of a dial which may be provided for the game.

As shown in Fig. 1, the game board G bears the representation of an island 1, having a much smaller one 2 located near by, each having thereon paths 3 consisting of spaced circles 4 or other suitable markings united by short lines. At certain points about the islands are the representations of ships 6, designed to be the starting points for the treasure seekers.

In some of the paths are markings 7 suitably distinguished from the markings 4, as by being of a different color, and designed to be hazardous to the "man" lighting there-

on, and the same is to be removed from the board. The hazards illustrated upon the game board consist of the representation of a snake, of cannibals gathered about a kettle, quicksands, lost in a bog and drowning in swimming from the small island to the larger one.

On this game board are representations of three different buried treasure marked "North treasure", "East treasure" and "West treasure", each being located on a small trap door 9 adapted to be easily opened.

In the box 10 carrying the board G is located a rotatable member preferably consisting of three arms 11 freely turning on a pivot 12, and bearing on their extremities treasure "chests" 13, 14 disposed to come beneath the trap doors 9. I prefer to have the chest 13 filled with small objects to represent treasure, and to have the other chests empty.

In playing the game, the game board G is raised a trifle to permit the arms 11 to be twirled, and is then restored to the box 10 before the arms cease their rotation. If four people are to play, each selects one of the "ships" 6, and sets the indicator 15 whirling. The number at which the indicator stops on the dial 16, gives the number of spaces 4 to which the "man" may be moved; both for the beginning, and for each following move. If the number lands the man on a spot 7, it is considered dead and is removed from the board. The one who first reaches a treasure spot is entitled to lift the trap-door thereat to see if the filled chest is in sight below. If so, he is considered to have won the game. Otherwise, the "man" must be returned to the starting point, and begin all over again.

What I claim as my invention:

1. The combination with a game board bearing representations of a tract of territory and of paths thereon leading to spots designated as concealing buried treasure, of a rotatable member thereunder bearing a plurality of chests one of which is filled with "treasure", the game board being constructed with a small trap door upon which is the treasure-designation.

2. The combination with a game board bearing representations of a tract of territory and of paths thereon leading to spots designated as concealing buried treasure, the
5 game board having normally closed openings at said spots, and means controlled by chance for moving beneath said openings a plurality of representations of receptacles one only of which is designated as containing treasure. 10

In testimony that I claim the foregoing invention, I have hereunto set my hand this 15th day of February, 1927.

ROGER S. FIRESTONE.