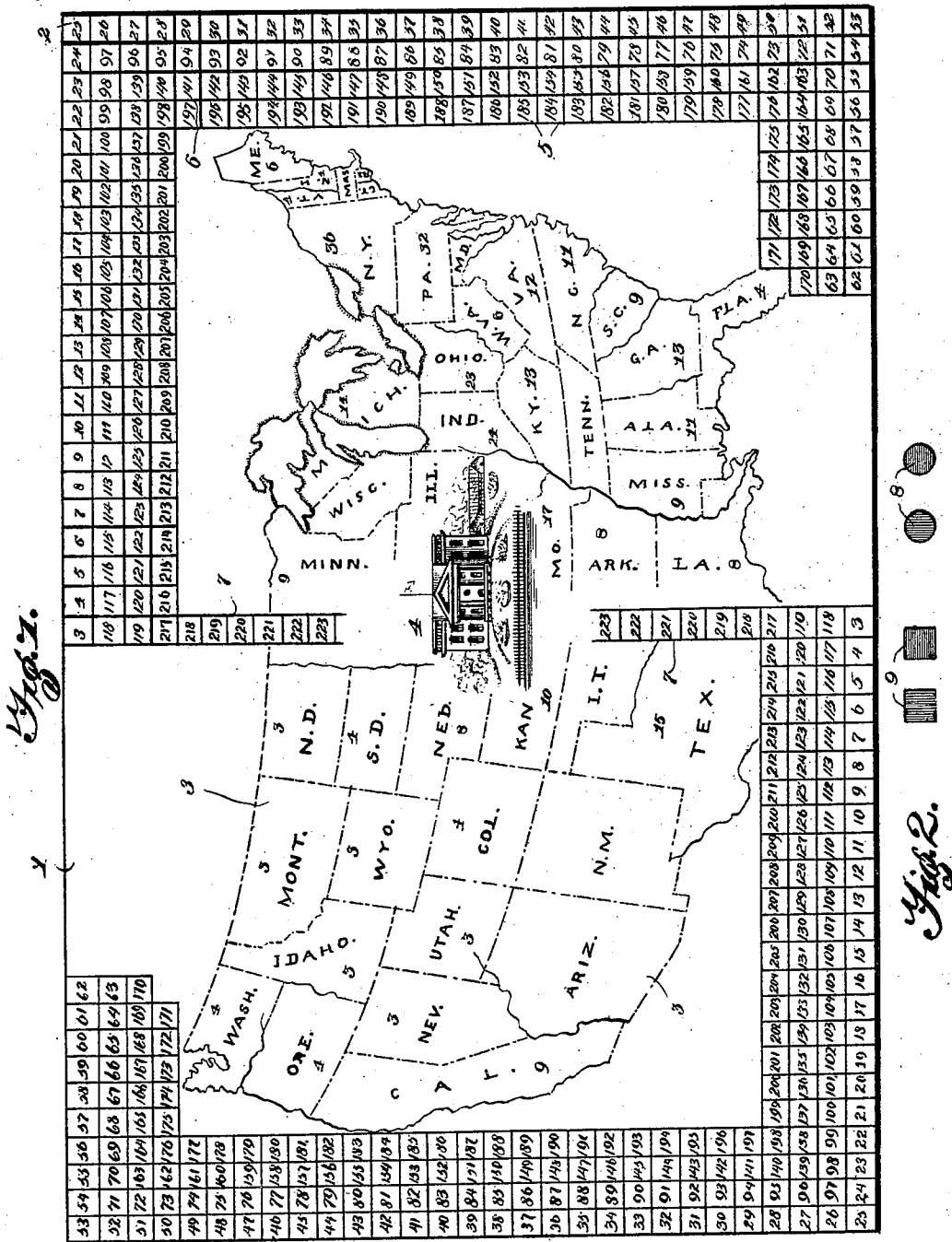


J. W. HAMBRICK.

GAME.

(Application filed Mar. 20, 1900. Renewed Nov. 19, 1901.)

(No Model.)



Witnesses
L. D. Dondoro

By *his* Attorneys.

J. W. Hambrick Inventor

Chas. S. Hoyer

C. A. Snow & Co.

UNITED STATES PATENT OFFICE.

JOHN W. HAMBRICK, OF HUNTINGTON, WEST VIRGINIA.

GAME.

SPECIFICATION forming part of Letters Patent No. 690,273, dated December 31, 1901.

Application filed March 20, 1900. Renewed November 19, 1901. Serial No. 82,903. (No model.)

To all whom it may concern:

Be it known that I, JOHN W. HAMBRICK, a citizen of the United States, residing at Huntington, in the county of Cabell and State of West Virginia, have invented a new and useful Game, of which the following is a specification.

This invention relates to games, and particularly represents a contest between supposable candidates of opposite political parties for supremacy in reaching a certain elective office; and the object of the same is to provide a simple and effective means for permitting opponents playing the game to regularly move playing-pieces over oppositely-positioned fields or numbered spaces and relatively to an inclosed map, in the present instance representing a map of the United States, regularly divided into forty-five States and each supplied with a number designating the electoral votes to which it is entitled, the goal being disposed in the center of the map and having portions of the opposite fields leading thereto, playing-pieces and a device or devices for indicating the number to be played being used by the opponents, and the total numbers of the spaces of each playing-field being one less than the half of the electoral college of the several States, which, added to the goal in either instance, will give a majority and provide means for winning the game by either one of the opponents.

The invention consists in the construction and arrangement of the several parts, which will be more fully hereinafter described and claimed.

In the drawings, Figure 1 is a top plan view of a playing-board or analogous device embodying the features of the invention. Fig. 2 is a plan view of playing-pieces used in plurality in the game.

Similar numerals of reference are employed to indicate corresponding parts in the views.

The numeral 1 designates a board or other supporting device upon which the features of the game are delineated and including oppositely-disposed reversely-arranged playing-fields 2, inclosing a map 3, which in the present instance is represented as a map of the United States in diagrammatic arrangement and having a central goal 4, which repre-

sents the Presidential Mansion or "White House." The playing-fields 2 are divided into regular spaces 5 by crossed lines 6, which are numbered regularly in each instance from "3" to "223," and extending inwardly toward the goal 4 from the adjacent extremity of each playing-field is a leader 7. The said fields are reversely arranged, as indicated, and the numerals are so disposed that opponents working from opposite portions or ends of the board or other device on which the game is delineated will be enabled to easily read or regularly follow the numerals in mathematical sequence or progression and in accordance with a throw of dice, spinning of a numbered top, or other playing number-indicator. In the field to the right of the map, as shown, the beginning-numeral "3" is at the top of the board or in the first one of the upper line of spaces, while the similar numeral of the other field is in a direct reverse position, or at the bottom of the board. The player using the field 2 on the right moves in starting the game from the beginning square or space numbered "3" toward the outer right-hand corner-space and then downwardly or in advance from the position of the player through the outside surrounding line of spaces and then regularly returning through the next inner line of numbered spaces, and so on until the number "217" is reached, from whence the playing-piece is moved through the leader 7 toward the goal 4. The player using the left-hand field 2 pursues the same mode of movement in an opposite direction, one piece 8 being used by each player in traveling over the numbered spaces of the fields and which will be of such shape and form as to be easily handled and employed to represent a presidential candidate, in accordance with the present arrangement of the board or game. Each of the States has a number applied thereto designating the electoral vote to which they are regularly entitled and the sum-total of which equals four hundred and forty-seven votes and making it requisite to obtain two hundred and twenty-four as necessary for a choice—or, in other words, each player has his field divided into two hundred and twenty-three spaces, and to win the game one or the other of the players must first reach the goal, thereby making a total of two hun-

dred and twenty-four votes and electing the candidate that the successfully-played piece represents. In addition to the candidate-pieces which move over the fields each player is provided with a certain number of loose playing-pieces 9 of different colors or divided into sets of contrasting colors, and when a candidate or a player obtains a playing-number by use of dice or any other means he disposes one of the playing-pieces 9 on the State having a corresponding number of electoral votes. It will be observed that a great many of the States of the United States have an equal number of electoral votes, and in playing the game the contest will be made very interesting, as well as entertaining, by endeavoring to cover the several States giving the largest number of electoral votes and at the same time correspondingly advance the pieces representing the candidates through the several numbered spaces of the fields.

In the manufacture of the game it is proposed that the candidate-piece of each party be represented by distinct colors or coloring-matter, one color representing the Democratic and the other the Republican party, or otherwise, as may be selected. In starting the game and as before indicated the playing-piece representing the candidate of each player is disposed on the first space or square in each field, numbered "3," and the player then throwing or obtaining the highest playing-number will have first move, and if the number thrown or indicated be "9" the player having the first chance would place his candidate-piece on the space or square numbered "9" and also dispose one of the remaining playing-pieces and of corresponding color on the State having nine electoral votes—as, for instance, Mississippi or Minnesota. In the use of dice doubles are intended to count fourteen, and a player is entitled to another throw, and, moreover, in the use of any kind of playing-number indicator only one trial is permitted, and if a number comes up or is indicated that does not correspond with the number of electoral votes in a State or States remaining unclaimed the player making such

number loses his turn. Privilege will be granted, however, of adding the electoral votes of one or more States together to make the total thereof and the playing-number obtained correspond. After a player has completed his turn and if he has not obtained the privilege of playing a second time his opponent starts to play and proceeds in the same manner and in accordance with the playing-number obtained by him, and so on until all the numbers of the spaces in the fields have been played out or until the successful player moves his candidate-piece in a regular manner and by obtaining a proper playing-number into the goal 4. The game may also be arranged in a similar manner to cover the counties of States or sections of other countries, and in the present arrangement the playing-field spaces begin with the numeral "3," for the reason that there are no States which have a number of electoral votes less than three.

The proportions and dimensions of the game can be varied at will and the essential features preserved, and it will also be understood that a variation in the playing-pieces may be resorted to without in the least departing from the principle of the invention.

Having thus described the invention, what is claimed as new is—

A game consisting of a board or support having oppositely-disposed playing-fields in reverse position and provided with numbered squares in regular sequence, a map inclosed within the playing-fields and distinct therefrom and having a centrally-located goal, the map being divided into sections and numbered, and the fields having leaders directed toward the goal, playing-pieces and playing-number indicators being used to solve the game.

In testimony that I claim the foregoing as my own I have hereto affixed my signature in the presence of two witnesses.

JOHN W. HAMBRICK.

Witnesses:

MAYBELLE SNELL,
JULIA W. ANDERSON.