May 5, 1925. 1,536,672

E. H. HOBBS

GAME

Filed Oct. 1. 1924

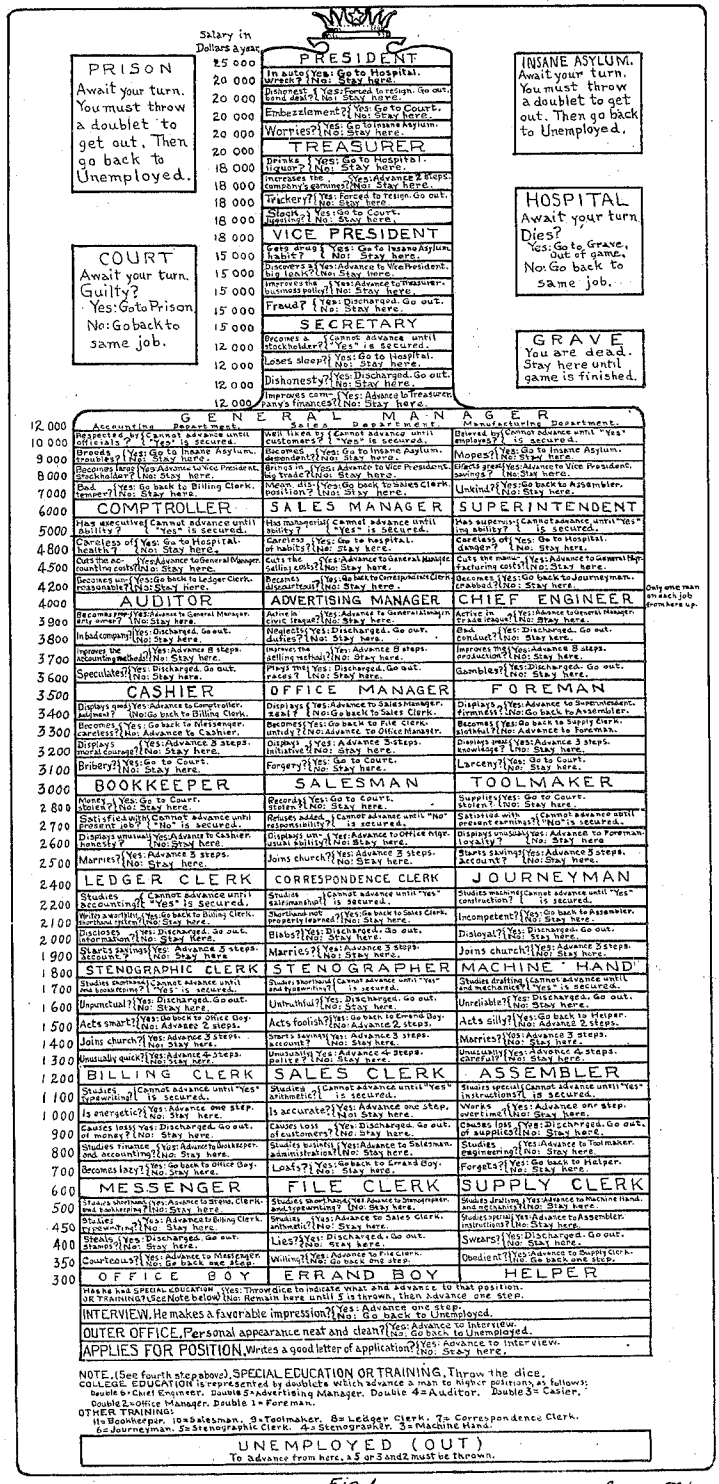


Fig. 1

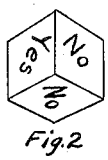


Fig. 2

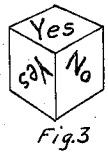


Fig. 3

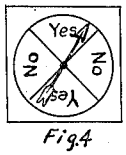


Fig. 4

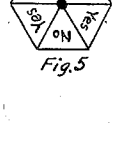


Fig. 5



Fig. 6

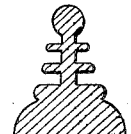


Fig. 7

Inventor.

Ernest Haviland Hobbs.

Patented May 5, 1925. 1,536,672

UNITED STATES PATENT OFFICE.

ERNEST HAVILAND HOBBS, OF WASHINGTON, DISTRICT OF COLUMBIA.

GAME.

Application filed October 1, 1924. Serial No. 740,939.

To all whom it may concern:

Be it known that I, ERNEST HAVILAND HOBBS, a citizen of the United States, residing at Washington, District of Columbia, have invented a new and useful Game, Which I Call "Business Ladder," Together with an Improvement in Game Pieces and in Dice, of which the following is a specification, reference being had to the accompanying drawing, which forms a part thereof.

The object of my invention is to produce a game which is interesting, amusing and instructive to the young, and to reduce wear and noise on the game board to a minimum.

The complete game consists of a board (Fig. 1), a number of game pieces or "men," (Figs. 6 and 7) and three dice, two of which are ordinary dice (not shown) so well known as to need no description, and the third being a special die (Figs. 2 and 3), later described, or two ordinary dice and a spinner (Fig. 4 or Fig. 5) instead of the three dice.

The board (Fig. 1), of any suitable material, is about two or three feet long and about half as wide, and has upon its surface a diagram somewhat like a ladder or flight of steps or rectangular spaces, such spaces containing words or "designations" representing positions held and happenings during a man's working career, and, excepting the names of the "jobs" themselves, containing the words "Yes" and "No" and with each a command to go to another location or remain, or, in some instances, a rule, such as "Cannot advance until 'Yes' (or 'No') is secured," which blocks further advance until the special die or spinner produces the proper word, "Yes," or "No."

The diagram of the ladder shown in Fig. 1 is in three sections part-way up, representing three departments (accounting, sales and manufacturing) of a typical or "conventional" business concern, and it is single the rest of the way, representing the higher or executive positions of the business, and contains 72 steps or spaces. While I believe this to be the most interesting and instructive form of this game, yet an abridged form, with a smaller number of steps and only one or two sections instead of three, would be desirable for some purposes.

The designations of the steps of the ladder may be some or all of the following:

$25,000	*President*	
$20,000	In auto wreck?	Yes: Go to Hospital. / No: Stay here.
$20,000	Dishonest bond deal?	Yes: Forced to resign. Go out. / No: Stay here.
$20,000	Embezzlement?	Yes: Go to Court. / No: Stay here.
$20,000	Worries?	Yes: Go to Insane Asylum. / No: Stay here.
$20,000	*Treasurer*	
$18,000	Drinks liquor?	Yes: Go to Hospital. / No: Stay here.
$18,000	Increases the company's earnings?	Yes: Advance 2 steps. / No: Stay here.
$18,000	Trickery?	Yes: Forced to resign. Go out. / No: Stay here.
$18,000	Stock juggling?	Yes: Go to Court. / No: Stay here.
$18,000	*Vice President*	
$15,000	Gets drug habit?	Yes: Go to Insane Asylum. / No: Stay here.
$15,000	Discovers a big leak?	Yes: Advance to Vice President. / No: Stay here.
$15,000	Improves the business policy?	Yes: Advance to Treasurer. / No: Stay here.
$15,000	Fraud?	Yes: Discharged. Go out. / No: Stay here.
$15,000	*Secretary*	
$12,000	Becomes a stockholder?	Can not advance until "Yes" is secured.
$12,000	Loses sleep?	Yes: Go to Hospital. / No: Stay here.
$12,000	Dishonesty?	Yes: Discharged. Go out. / No: Stay here.
$12,000	Improves company's finances?	Yes: Advance to Treasurer. / No: Stay here.
$12,000	*General Manager*	

(From here down the ladder divides into three ladders or sections, and the designation "General Manager" extends across the top of all three of them.)

The first section of the ladder is supposed to represent the accounting department of the business, and the steps of it contain the following designations:

$10,000	Respected by officials?	Cannot advance until "Yes" is secured.
$9,000	Broods troubles?	Yes: Go to Insane Asylum. / No: Stay here.
$8,000	Becomes large stockholder?	Yes: Advance to Vice President. / No: Stay here.
$7,000	Bad temper?	Yes: Go back to Billing Clerk. / No: Stay here.
$6,000	*Comptroller*	
$5,000	Has executive ability?	Cannot advance until "Yes" is secured.
$4,800	Careless of health?	Yes: Go to Hospital. / No: Stay here.
$4,500	Cuts the accounting costs?	Yes: Advance to Gen. Mgr. / No: Stay here.
$4,200	Becomes unreasonable?	Yes: Go back to Ledger Clerk. / No: Stay here.
$4,000	*Auditor*	
$3,900	Becomes property owner?	Yes: Advance to Gen. Mgr. / No: Stay here.
$3,800	In bad company?	Yes: Discharged. Go out. / No: Stay here.
$3,700	Improves the accounting methods?	Yes: Advance 8 steps / No: Stay here.
$3,600	Speculates?	Yes: Discharged. Go out. / No: Stay here.

$3,500 *Cashier*

$3,400 Displays good judgment? {Yes: Advance to Comptroller. No: Go back to Billing Clerk.

$3,300 Becomes careless? {Yes: Go back to Messenger. No: Advance to Cashier.

$3,200 Displays moral courage? {Yes: Advance 3 steps. No: Stay here.

$3,100 Bribe ? {Yes: Go to Court. No: Stay here.

$3,000 *Bookkeeper*

$2,800 Money stolen? {Yes: Go to Court. No: Stay here.

$2,700 Satisfied with present job? {Can not advance until "No" is secured.

$2,600 Displays unusual honesty? {Yes: Advance to Cashier. No: Stay here.

$2,500 Marries? {Yes: Advance 3 steps. No: Stay here.

$2,400 *Ledger Clerk*

$2,200 Studies accounting? {Can not advance until "Yes" is secured

$2,100 Writes a worthless short-hand system? {Yes: Go back to Billing Clerk. No: Stay here.

$2,000 Discloses information? {Yes: Discharged. Go out. No: Stay here.

$1,900 Starts savings account? {Yes: Advance 3 steps. No: Stay here.

$1,800 *Stenographic clerk*

$1,700 Studies shorthand and bookkeeping? {Can not advance until "Yes" is secured.

$1,600 Unpunctual? {Yes: Discharged. Go out. No: Stay here.

$1,500 Acts smart? {Yes: Go back to Office Boy. No: Advance 2 steps.

$1,400 Joins church? {Yes: Advance 3 steps. No: Stay here.

$1,300 Unusually quick? {Yes: Advance 4 steps. No: Stay here.

$1,200 *Billing clerk*

$1,100 Studies typewriting? {Can not advance until "Yes" is secured.

$1,000 Is energetic? {Yes: Advance one step. No: Stay here.

$900 Causes loss of money? {Yes: Discharged. Go out. No: Stay here.

$800 Studies finance and accounting? {Yes: Advance to Bookkeeper. No: Stay here.

$700 Becomes lazy? {Yes: Go back to Office Boy. No: Stay here.

$600 *Messenger*

$500 Studies shorthand and bookkeeping? {Yes: Advance to Steno. Clerk. No: Stay here.

$450 Studies typewriting? {Yes: Advance to Billing Clerk. No: Stay here.

$400 Steals stamps? {Yes: Discharged. Go out. No: Stay here.

$350 Courteous? {Yes: Advance to Messenger. No: Go back one step.

$300 *Office boy*

(The remaining four steps extend across all three sections of the ladder and are designated as follows:)

Has he had special education or training? (See note below)
Yes: Throw dice to indicate what, and advance to that position.
No: Remain here until five is thrown, then advance one step.

Interview. He makes a favorable impression?
Yes: Advance one step.
No: Go back to Unemployed.

Outer office. Personal appearance neat and clean?
Yes: Advance to Interview.
No: Go back to Unemployed.

Applies for position. Writes a good letter of application?
Yes: Advance to Interview.
No: Stay here.

(This is the lowest rung or bottom of the ladder.)

Note.—(See fourth step above).

Special education or training. Throw the dice.

College education is represented by doublets which advance a man to higher positions, as follows:
Double 6—Chief Engineer.
Double 5—Advertising Manager.
Double 4—Auditor.
Double 3—Cashier.
Double 2—Office Manager.
Double 1—Foreman.

Other training:

11—Bookkeeper	6—Journeyman.
10—Salesman.	5—Stenographic Clerk.
9—Toolmaker.	4—Stenographer.
8—Ledger Clerk.	3—Machine Hand.
7—Correspondence Clerk.	

The second section of the ladder below general manager is supposed to represent the sales department of the business, and the steps of it contain the following designations:

Well liked by customers? Cannot advance until "Yes" is secured

Becomes despondent? {Yes: Go to Insane Asylum. No: Stay here.

Brings in big trade? {Yes: Advance to Vice President. No: Stay here.

Mean disposition? {Yes: Go back to Sales Clerk. No: Stay here.

Sales manager

Has managerial ability? Cannot advance until "Yes" is secured.

Careless of habits? {Yes: Go to Hospital. No: Stay here.

Cuts the selling costs? {Yes: Advance to General Mgr. No: Stay here.

Becomes discourteous? {Yes: Go back to Corresp. Clerk. No: Stay here.

Advertising manager

Active in civic league? {Yes: Advance to General Mgr. No: Stay here.

Neglects duties? {Yes: Discharged. Go out. No: Stay here.

Improves the selling methods? {Yes: Advance 8 steps. No: Stay here.

Plays the races? {Yes: Discharged. Go out. No: Stay here.

Office manager

Displays zeal? {Yes: Advance to Sales Manager. No: Go back to Sales Clerk.

Becomes untidy? {Yes: Go back to File Clerk. No: Advance to Office Manager.

Displays initiative? {Yes: Advance 3 steps. No: Stay here.

Forgery? {Yes: Go to Court. No: Stay here.

Salesman

Records stolen? {Yes: Go to Court. No: Stay here.

Refuses added responsibility? {Cannot advance until "No" is secured.

Displays unusual ability? {Yes: Advance to Office Mgr. No: Stay here.

Joins church? {Yes: Advance 3 steps. No: Stay here.

Correspondence Clerk

Studies salesmanship? Cannot advance until "Yes" is secured.

Shorthand not properly learned? {Yes: Go back to Sales Clerk. No: Stay here.

Blabs? {Yes: Discharged. Go out. No: Stay here.

Marries? {Yes: Advance 3 steps. No: Stay here.

Stenographer

Studies shorthand and typewriting? {Cannot advance until "Yes" is secured.

Untruthful? {Yes: Discharged. Go out. No: Stay here.

Acts foolish? {Yes: Go back to Errand Boy. No: Advance 2 steps.

Starts savings account? {Yes: Advance 3 steps. No: Stay here.

Unusually polite? {Yes: Advance 4 steps. No: Stay here.

Sales Clerk

Studies arithmetic? Cannot advance until "Yes" is secured.

Is accurate? {Yes: Advance one step. No: Stay here.

Causes loss of customers? {Yes: Discharged. Go out. No: Stay here.

Studies business administration? {Yes: Advance to Salesman. No: Stay here.

Loafs? {Yes: Go back to Errand Boy. No: Stay here.

File Clerk

Studies shorthand and typewriting? {Yes: Advance to Stenographer. No: Stay here.

Studies arithmetic? {Yes Advance to Sales Clerk. No: Stay here.

Lies? {Yes: Discharged. Go out. No: Stay here.

Willing? {Yes: Advance to File Clerk. No: Go back one step.

Errand Boy

(This is the lowest rung or step of the middle or sales department section of the ladder, and immediately below is "Has he had Special Education or training" and the other three steps described above.)

The third section of the ladder below general manager is supposed to represent the manufacturing department of the business, and the steps of it contain the following designations:

Beloved by employees? Cannot advance until "Yes" is secured.
Mopes? {Yes: Go to Insane Asylum. / No: Stay here.
Effects great savings? {Yes: Advance to Vice President. / No: Stay here.
Unkind? {Yes: Go back to Assembler. / No: Stay here.

Superintendent

Has supervising ability? Cannot advance until "Yes" is secured
Careless of danger? {Yes: Go to Hospital. / No: Stay here.
Cuts the manufacturing costs? {Yes: Advance to Gen. Mgr. / No: Stay here.
Becomes crabbed? {Yes: Go back to Journeyman. / No: Stay here.
Only one on each job from here up.

Chief engineer

Active in trade league? {Yes: Advance to General Mgr. / No: Stay here.
Bad conduct? {Yes: Discharged. Go out. / No: Stay here.
Improves the production? {Yes: Advance 8 steps. / No: Stay here.
Gambles? {Yes: Discharged. Go out. / No: Stay here.

Foreman

Displays firmness? {Yes: Advance to Superintendent. / No: Go back to Assembler.
Becomes slothful? {Yes: Go back to Supply Clerk. / No: Advance to Foreman.
Displays great knowledge? {Yes: Advance 3 steps. / No: Stay here.
Larceny? {Yes: Go to Court. / No: Stay here.

Tool maker

Supplies stolen? {Yes: Go to Court. / No: Stay here.
Satisfied with present earnings? {Cannot advance until "No" is secured.
Displays unusual loyalty? {Yes: Advance to Foreman. / No: Stay here.
Starts savings account? {Yes: Advance 3 steps. / No: Stay here.

Journeyman

Studies machine construction? {Cannot advance until "Yes" is secured.
Incompetent? {Yes: Go back to Assembler. / No: Stay here.
Disloyal? {Yes: Discharged. Go out. / No: Stay here.
Joins church? {Yes: Advance 3 steps. / No: Stay here.

Machine hand

Studies drafting and mechanics? {Cannot advance until "Yes" is secured.
Unreliable? {Yes: Discharged. Go out. / No: Stay here.
Acts silly? {Yes: Go back to Helper. / No: Advance 2 steps.
Marries? {Yes: Advance 3 steps. / No: Stay here.
Unusually careful? {Yes: Advance 4 steps. / No: Stay here.

Assembler

Studies special instructions? {Cannot advance until "Yes" is secured.
Works overtime? {Yes: Advance one step. / No: Stay here.
Causes loss of supplies? {Yes: Discharged. Go out. / No: Stay here.
Studies engineering? {Yes: Advance to Tool Maker. / No: Stay here.
Forgets? {Yes: Go back to Helper. / No: Stay here.

Supply clerk

Studies drafting and mechanics? {Yes: Advance to Machine Hand / No: Stay here.
Studies special instructions? {Yes: Advance to Assembler. / No: Stay here.
Swears? {Yes: Discharged. Go out. / No: Stay here.
Obedient? {Yes: Advance to Supply Clerk. / No: Go back one step.

Helper

(This is the lowest rung or step of the third or manufacturing department section of the ladder, and immediately below is "Has he had special education or training" and the other three steps described above.)

On the same board, in addition to the ladder, there are six "institutions" in the form of rectangles or otherwise-shaped spaces, conveniently placed, and containing the following designations and instructions:

1 *Prison*

Await your turn. You must throw a doublet to get out. Then go back to Unemployed.

2 *Court*

Await your turn. Guilty? Yes: Go to Prison. No: Go back to same job.

3 *Insane asylum*

Await your turn. You must throw a doublet to get out. Then go back to Unemployed.

4 *Hospital*

Await your turn. Dies? Yes: Go to Grave. Out of game. No: Go back to same job.

5 *Grave*

You are dead. Stay here until game is finished.

6 *Unemployed. (Out)*

To advance from here, a 5 or 3 and 2 must be thrown.

In the form of the game shown in Fig. 1, beside each step or space of the ladder is a number representing the salary, in dollars a year, earned at that station in a man's career; also beside the $4,000 a year jobs is a note stating "Only one on each job from here up."

This board is novel and differs from all others in its general form, arrangement, names and designations and in the "Yes—No" principle herein described, as applied to a game.

To make operative the "Yes—No" directions of the board, a qualifying chance means in the form of a special "Yes—No" die or spinner is used.

The special "Yes—No" die is simply a cube or other solid geometrical block having the words "Yes" and "No" on opposite sides thereof, or the word "Yes" on each of half its sides and "No" on each of the other half; or, if the game be produced in a language other than English, then affirmative and negative words in that language will be used instead of the English words "Yes" and "No." Figs. 2 and 3 illustrate such a die.

This die is novel and differs from all others in bearing upon its faces affirmative and negative words and such words only, and thus answering, by "throwing" it, arbitrarily and by chance, truthfully or untruthfully, any question requiring an affirmative or negative answer.

The "Yes—No" spinner is for the same purpose as the "Yes—No" die, and hence can be used as a substitute for it. Fig. 4 is a top view, looking down upon one form of spinner which consists of a cardboard (or other material) square on which is mounted a pivoted arrow (to be spun by the hand) turning upon a circle divided

into equal sections, half of such sections bearing the word "Yes" and the other half the word "No," the "Yes" and "No" alternating. Fig. 5 is a view looking downward upon a spinner in the form of a top consisting of a flat piece of material in the shape of a hexagon (it could as well be a different polygon) divided into alternate sections bearing the words "Yes" and "No," respectively, and penetrated in the center by a pivot or spindle on which to spin and to be twirled by the fingers. By falling upon one of its sides, it indicates the affirmative or negative. Of course the spinners themselves are not novel. The "Yes—No" feature in combination therewith constitutes the novel feature. Affirmative and negative words in any language may be used, the same as upon the die already described.

This game can be played with "men" or pieces of any shape or color (for example, plain discs or buttons) so they differ enough from each other to enable each player to choose and readily recognize his "man." However, I contemplate using an improved form of game piece, as shown in Figs. 6 and 7, the improvement consisting of a thick felt washer affixed to the base, not by an adhesive, such as glue, but by fitting it snugly over a slightly flaring projection or lug upon the base of the game piece, the felt washer being thicker than the depth of the lug. Fig. 6 is an ordinary form of game piece somewhat like a "pawn" with my improvement, and Fig. 7 is a self-righting game piece so shaped and weighted as to rise again after being upset, fitted with my improvement. The only novel feature of these game pieces is in their combination with the thick felt washer attached as aforesaid. The advantages of this improvement consist of the absence of glue or other adhesive, so that if a washer becomes detached it is not difficult to replace it, and the washers are so thick as to have an unusual cushioning effect and as to be plainly visible and by being of different colors, to enable the pieces to be readily distinguishable from each other by the colors of the washers alone.

This game, in the form heretofore described, can be played by two or more persons, up to as many as there are pieces provided, say eight or ten. Each player takes a piece or "man" and places him in the space marked "Unemployed." The players take turns throwing the dice and playing. Doublets are counted twice and always allow another throw, even when used to get out of prison. For example, double six counts 24 and another throw. Double five counts 20 and another throw. Double one counts 4 and another throw.

A five, or a two and a three, which makes five, must be thrown to get out of "Unemployed." If a player, in starting the game or later, does not throw five, his turn passes to the next player, unless he throws a doublet, which gives him another throw.

When five is thrown, it sends the player's "man" to the first rung or step of the ladder, and the "Yes—No" die or spinner tells him whether or not to advance to "Interview," after which, if an unplayed number remains, it may be played, and the "Yes—No" die or spinner again be thrown or spun and played, if applicable.

A number, once thrown, must be played wherever possible. The number shown by the dice may be played as a whole without stop, or each die may be played separately, at the option of the player, and thus the chance is partly controlled by the judgment of the player. In the latter case, the "Yes—No" die or spinner may have to be thrown or operated two or more times before one player's turn is completed. If a die cannot be played entirely, it cannot be played at all. For example, suppose a man has succeeded in remaining on the third step below "President," and the player throws a five and a six. He cannot use either of them and he loses his turn; but if he throws a two and a one he can play the whole three at once and becomes President.

The "positions" from $4,000 a year up (Auditor, Advertising Manager and Chief Engineer) are "One man jobs," and each of them can be occupied by only one man at a time. For example, a $5,000 man on the step "Has supervising ability" is "Chief Engineer" and he blocks the progress of a $3,900 man who has thrown a two and a one; but does not block him if he has thrown a six, which would advance him six steps to "Superintendent." "Go out" means go back to "Unemployed." On reaching "Office Boy," "Errand Boy," or "Helper," the player should choose which department of the business he will adopt, whether the Accounting Department, the Sales Department or the Manufacturing Department. Each play is made by advancing a man as many spaces as the number of spots on the ordinary dice or either of them separately and obeying the instructions furnished by the wording in the space reached and the "Yes—No" die or spinner. Disputes regarding rules should be settled in favor of the more rapid advance. To avoid confusion, the dice should be left on the board until played, or returned to the cup one at a time as soon as played.

In the following illustration of the plays made by one player during his respective turns in one game, the "Yes—No" die will be used. It will be supposed that I am the player. When my first turn comes, I throw 2 and 6; cannot play. Second turn, 5 and

4. The 5 lands my "man" on "Applies for position." "Yes—No" die says "No" so I play the 4 which lands me on "Office Boy," "Errand Boy" or "Helper." I choose "Office Boy." Third turn throws double sixes, which count 24 (not 12) and another turn. I decide to take a chance and play each six separately. Six steps to "Becomes lazy." Yes—No die says "No." Next six carries to "Unusually quick;" Yes—No die says "Yes," which takes me to $1,700 a year. Yes—No die says "Yes," so I can play the other two sixes. If it had said "No," I could not have played them.

The next six takes me to "Ledger Clerk" and the next to "Bribery." Yes—No die says "Yes," so I go to Court. This would have been the end of my turn if I had not thrown a doublet, but the doublet gives me another throw. The Yes—No die says "No," so I go back to my $3,100 job. I throw a four and a six. If I play them both at once, or ten, it will land me on a danger spot. I decide to play the 6 first. Good luck is with me again, for the Yes—No die says "Yes." I advance the 8 steps to Comptroller at $6,000 a year, then I play the 4 which takes me to $10,000 a year, just one step below General Manager.

My fourth turn is a fizzle, because the Yes—No die says "No," and I lose my turn. The fifth turn is just as bad. The sixth shows more good luck, a "Yes," and double twos. Shall I play them separately? Beware! There are too many danger spots, so I play the whole eight at once. I land on "Improves the business policy," and, by virtue of another "Yes," I become Treasurer at $20,000 a year.

The seventh turn throws double sixes again, but as I must get a five to reach "President," I cannot play them. However, they give me another throw, which turns out to be a three and a two, and you may be sure that I play them both without stopping on either of those dangerous steps, and by becoming President first, at $25,000 a year, I win the game; and seeing my opponents' men in the grave, the hospital, the insane asylum, court and prison adds much to the amusement of playing it.

I contemplate applying each and all of the novel principles or features of this game to other games.

I am aware that diagrams of ladders have been used in games before; but they were not shaped the same as this one, nor used in the same way, nor did they bear similar designations nor produce the same results.

Having now described my invention, what I claim as new and desire to secure by Letters Patent is:

1. A game comprising a game board having spaces arranged in a series, a game piece, a chance device controlling the primary movement of said game piece, and a qualifying chance means for controlling a possible further movement of said game piece.

2. A game comprising a game board having spaces arranged in a series, a game piece, a chance device controlling the primary movement of said game piece, and a qualifying chance means for controlling a possible further movement of said game piece, said game board also having indicia thereon similar to those on said qualifying chance means, to cooperate with said qualifying chance means.

3. A game comprising a game board having spaces with representations of happenings of a business career thereon, said spaces being arranged in a series, a game piece, a chance device controlling the primary movement of said game piece, and a qualifying chance means for controlling a possible further movement of said game piece.

4. A game comprising a game board having spaces with representations of happenings of a business career thereon, said spaces being arranged in a series, a game piece, a chance device controlling the primary movement of said game piece, and a qualifying chance means for controlling a possible further movement of said game piece, said game board also having indicia thereon similar to those on said qualifying chance means, to cooperate with said qualifying chance means.

5. A game comprising a game board having spaces with representations of happenings of a business career thereon, said representations consisting of a plurality of separate series, each series containing representations peculiar to a certain branch of business life, a game piece, a chance device controlling the primary movement of said game piece, and a qualifying chance means for controlling a possible further movement of said game piece, said game board also having indicia thereon similar to those on said qualifying means, to cooperate with said qualifying means.

6. A game comprising a game board having spaces with representations of happenings of a business career thereon, said representations consisting of a plurality of separate series, each series containing representations peculiar to a certain branch of business life, a game piece, and a chance device controlling the movement of said game piece.

7. A game comprising a game board having spaces with representations of happenings of a business career therein, said representations consisting of a plurality of separate series, each series containing representations peculiar to a certain branch of business life, said plurality of series leading into a single series, a game piece, and a chance device controlling the movement of said game piece.

8. A game comprising a game board having spaces with representations of happenings of a business career thereon, said representations consisting of a plurality of separate series, each series containing representations peculiar to a certain branch of business life, said plurality of series leading into a single series, a game piece, a chance device controlling the primary movement of said game piece, and a qualifying chance means for controlling a possible further movement of said game piece, said qualifying chance means consisting of a die with affirmative and negative words thereon, said game board also having indicia thereon similar to those on said qualifying chance means, to cooperate with said qualifying chance means.

9. A game comprising a game board having spaces arranged in series, a game piece, a chance device controlling the primary movement of said game piece, and a qualifying chance means for controlling a possible further movement of said game piece, the indicia on said qualifying chance means consisting of affirmative and negative words, said game board also having indicia thereon similar to those on said qualifying means, to cooperate with said qualifying means.

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