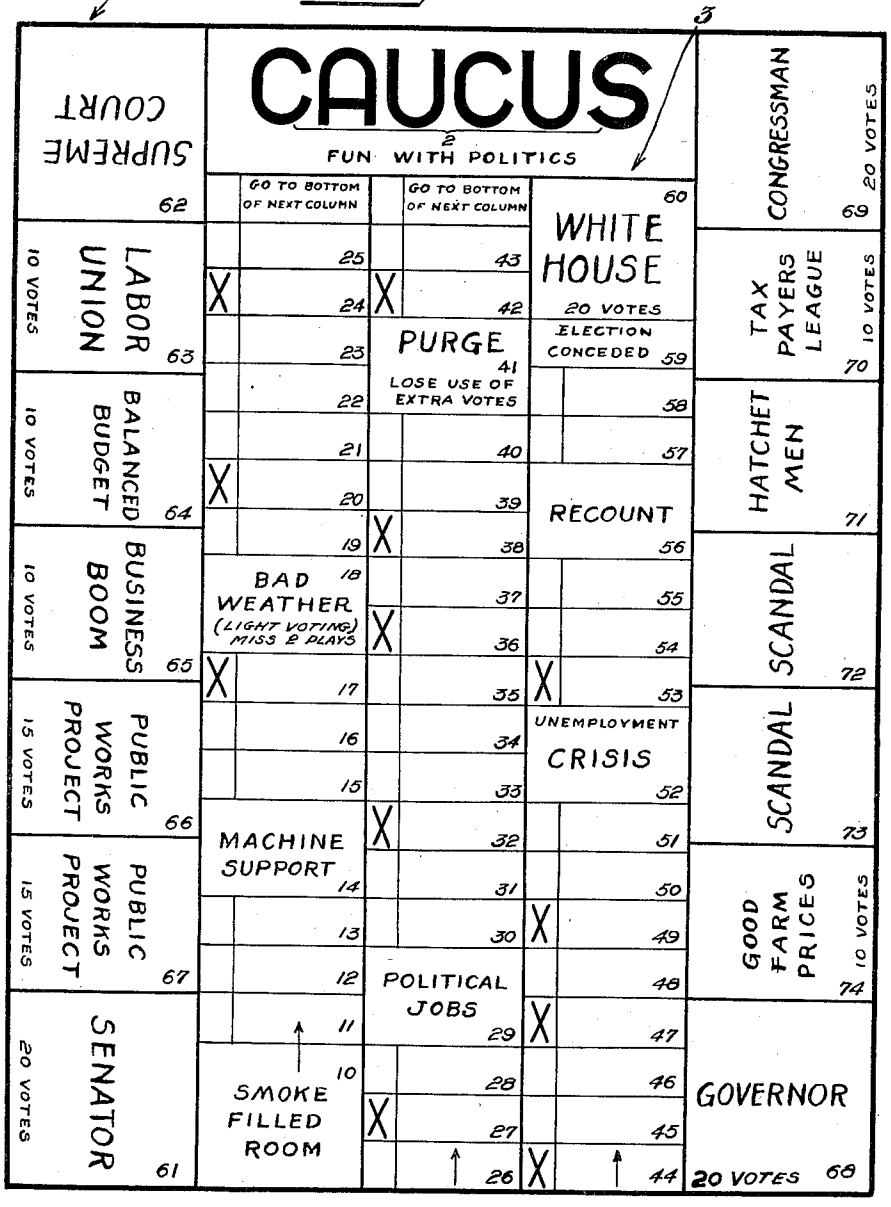
July 23, 1940. E. L. GARRETT 2,209,117

GAME BOARD

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Fig. 1.



Inventor

Edward L. Garrett

By Wray N. Hoffman

Attorney

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GAME BOARD

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Fig. 2.

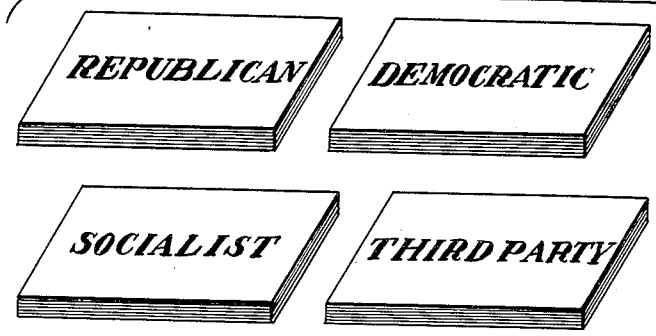


Fig. 3.

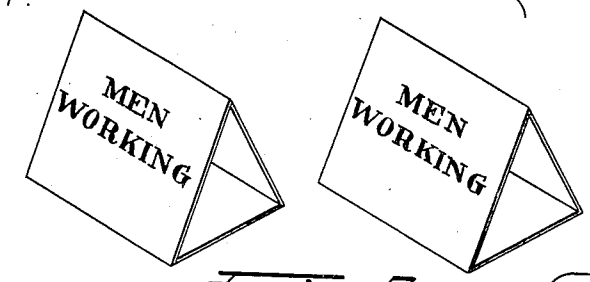


Fig. 6.

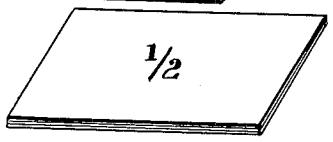


Fig. 7.

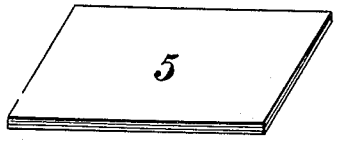


Fig. 8.

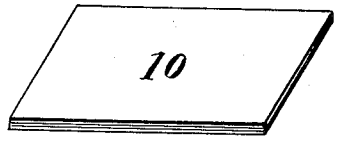


Fig. 10.



Fig. 11.

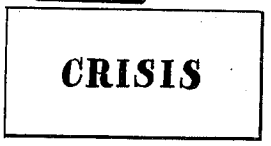


Fig. 4.

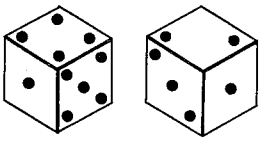


Fig. 5.

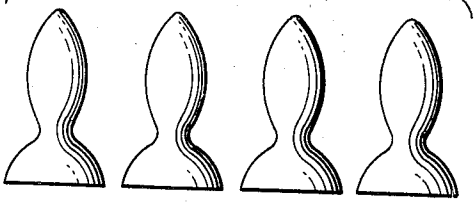
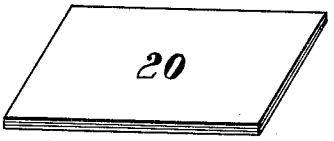


Fig. 9.



Inventor
Edward L. Garrett

By Wray N. Hoffman
Attorney

July 23, 1940. E. L. GARRETT 2,209,117

GAME BOARD

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Fig. 12.

CAUCUS

Fun With Politics

BULLETINS

(for use with the game of CAUCUS)

Numbers

1-4 Ballot stuffing has occured. Move candidate back three spaces.

1-5 Your candidate's failure to support lower income taxes has lost him votes. Miss next play.

1-6 Your candidate has just been caught soliciting votes too near to the polls. Move him back three spaces.

2-2 The stock market has just suffered a severe decline for which your party is believed responsible. Move your candidate back four spaces.

2-3 Your candidate receives indorsement of Labor Union. If another candidate already has the support of the Labor Union your candidate now deprives such other candidate of the Labor Union's support and receives it himself. These Extra Votes become effective on your next play.

2-4 Tax-Payers League indorses your candidate. If another candidate already has the support of the League, your candidate now deprives such other candidate of the League's support and receives it himself. These Extra Votes become effective on your next play.

2-5 Bribery at polls causes your candidate to lose all of the votes just cast. Return him to the space he has just left.

2-6 Your candidate absent-mindedly fails to kiss the baby daughter of an important local politician Move him back two spaces.

Fig. 13.

3-3 Rioting at polls. Cancel vote just cast and return candidate to space from which he has just moved.

3-4 Public reaction to candidate's platform plank on free garden seeds has been favorable. Advance your candidate 2 spaces

3-5 Old age pension issue is raised. Since your candidate favors such pensions, it is necessary to determine public reaction to them. Throw dice again without waiting for your next turn. If an even number (or an eleven) is thrown, advance your candidate five spaces. If an odd number (not eleven) is thrown, move your candidate back five spaces.

3-6 Supply of ballots has been exhausted. Miss the next two plays.

4-4 Your candidate favors reorganization of the government. Throw dice again, without waiting for next play, to see whether public reaction is favorable or unfavorable. If an even number (or an eleven) is thrown, advance your candidate four spaces. If odd number (not eleven) is thrown, move your candidate back four spaces.

4-5 Chamber of Commerce issues statement indorsing your candidate. Move your candidate ahead three spaces

4-6 Your candidate's wife has her picture taken in a wheat field as she helps with the harvest. Advance your candidate two spaces.

5-5 Six brokers combine in a joint statement to the effect that the election of your candidate would be detrimental to business. Move your candidate back four spaces

5-6 Your party has split. Give all your votes just cast to any one of your opponent's candidates and move your candidate back to the space he has just left.

6-6 Election Judges challenge votes. Cancel vote just cast and return your candidate to the space he has just left.

Fig. 14.

ELECTION RETURNS

(For use with the game of CAUCUS)

Votes	Spaces
Under 5	0
5	1
6 to 14	2
15 to 23	3
24 to 32	4
33 to 41	5
42 to 50	6
51 to 59	7
60 to 68	8
69 to 77	9
78 to 86	10
87 to 95	11
96 to 104	12
105 to 113	13
114 to 122	14
123 to 131	15
132 to 140	16
141 to 149	17
150 to 158	18
159 to 167	19
168 to 176	20

Inventor

Edward L. Garrett.

By Wray N. Hoffman

Attorney

Patented July 23, 1940 2,209,117

UNITED STATES PATENT OFFICE

2,209,117

GAME BOARD

Edward L. Garrett, Zanesville, Ohio

Application July 20, 1939, Serial No. 285,611

1 Claim. (Cl. 273—134)

This invention relates to a game board and more particularly to a game board of the type which includes a playing board and a plurality of playing tokens, one for each player, adapted to be advanced from a starting position to a finish position.

An object of the present invention is to provide means for advancing the tokens of competing players along a marked path or course in accordance with a predetermined number of spaces corresponding to the numerical value accruing to the players by reason of throws of dice.

Another object of the present invention is to provide a game board which involves various penalties and advantages.

A further object of the present invention is to provide a game board which enables barter among certain of the competing players to the detriment of others of the players.

A still further object of the present invention is to provide a game board having a path or course subdivided into spaces in which certain of such spaces have indicia inscribed thereon requiring that the player's token occupying any of such spaces be advanced or retarded.

Other objects and features of novelty will be apparent from the description taken in conjunction with the drawings in which—

Figure 1 is a plan view of one form or arrangement of playing field of the game board.

Figure 2 is a perspective view of decks of political party marker cards for use in playing the game.

Figure 3 is a perspective view of the pair of Men Working signs for use in playing the game.

Figure 4 is a perspective view of the pair of dice for use in playing the game.

Figure 5 is a view in elevation of the tokens that are used by the several players.

Figures 6, 7, 8, and 9 are perspective views of decks of number cards for use in playing the game.

Figure 10 is a plan view of the Purge card for use in playing the game.

Figure 11 is a plan view of the Crisis card for use in playing the game.

Figure 12 is a plan view of the front face of the card titled "Bulletins" to which reference is made during the playing of the game.

Figure 13 is a plan view of the back face of the card shown in Figure 12.

Figure 14 is a plan view of the card titled "Election returns" to which reference is made during the playing of the game.

Briefly stated, the game according to the present invention has to do with political campaigns involving the election of a candidate of one of the competing political parties to a high office such as governor, congressman, senator, and president. Such game is known upon the market by the name of "Caucus," and involves the playing of a campaign for governor, congressman, senator, and president, in the sequence named. Each player in each campaign represents a candidate of a political party such as, for example, Republican, Democrat, Socialist, and Third Party. The game may be played with either two, three, or four players.

The game comprises a game board; a pair of dice; four packs of party marker cards, each designating the name of a political party; tokens representing the candidates of each political party; an "Election returns" card; a "Bulletins card"; a "Purge" card; a "Crisis" card; two signs designated "Men working"; and a pack of number cards for keeping tally of the "Extra votes," several of which have the number ½, 5, 10, and 20, respectively, imprinted thereon.

The pack of party marker cards designating the Republican party are colored blue; those designating the Democratic party are colored orange; those designating the Socialist party are colored green; and those designating the Third Party are colored red. The tokens representing the candidates of the Republican, Democratic, Socialist, and Third Party parties are likewise colored to correspond with the respective party marker cards.

The board as shown in Figure 1 has a playing surface 1 thereon on which is inscribed the name "Caucus," such name being indicated by the number 2. The playing surface 1 includes a player's path or course 3 which is made up of fifty spaces arranged in abutting columns, said spaces being consecutively numbered from 10 to 60 inclusive. Over such path or course the political party tokens of the players are moved according to the predetermined number of spaces corresponding to the votes accruing to the players by reason of throws of dice, such number being determined by reference to the card entitled "Election returns" shown on Figure 14. The playing commences at the bottom of left hand column of the playing course 3 on the space 10 designated "Smoke filled room" and ends on the space 59 designated "Election conceded" at the top of right hand column.

As will be observed from Figure 1, a number of the spaces of course 3 have certain markings thereon which offer handicaps, penalties, or ad-

vantages to the player candidates. On the space 14 there is the marking "Machine support" which requires that each player candidate stop on such space and first obtain the support of his political party's machine before he can pass such space.

Space 18 contains the marking "Bad weather" and from the game board it will be seen that a player candidate stopping on such space at the end of a move misses the next two plays. The space 56 includes the marking "Recount" which means that a player candidate stopping thereon at the end of a move misses the next three plays.

Spaces 17, 20, 24, 27, 32, 36, 38, 42, 44, 47, 49, and 53, include the marking "X" to the left thereof. This means that if a player candidate stops on any of such spaces at the end of a move he must refer to the "Bulletins card" shown in Figure 12, and proceed according to the direction corresponding to the combined numbers appearing on the thrown dice in addition to the move previously made.

Space 29 of the course 3 has the marking "Political jobs" thereon. A player candidate stopping on such space at the end of a move is entitled to be advanced immediately 8 additional spaces.

Space 41 contains the marking "Purge," and space 52 includes the marking "Unemployment crisis." The markings on both of these spaces represent penalties to the player candidate under certain conditions as will be fully set forth hereinafter.

Space 60 contains the marking "White House" together with the indication "20 votes."

As will be observed from Figure 1, the board is provided with corner spaces 61 and 62 between which are intervening spaces 63, 64, 65, 66, and 67. The corner space 61 contains the marking "Senator" together with the indication "20 votes." The other corner space 62 contains the marking "Supreme Court." The space 63 has the marking "Labor union" together with the indication "10 votes" imprinted thereon. Space 64 contains the marking "Balanced budget" and the notation "10 votes." Space 65 includes the marking "Business boom" and the notation "10 votes." Both of the spaces 66 and 67 contain the marking "Public works project" and the indication "15 votes" thereon.

The board is also provided with corner spaces 68 and 69 between which are disposed intervening spaces 70, 71, 72, 73 and 74. The space 68 contains the marking "Governor" and the notation "20 votes." Space 69 has the marking "Congressman" and the notation "20 votes" thereon. The space 70 includes the marking "Tax payers league" and the indication "10 votes." Space 71 has the marking "Hatchet men" imprinted thereon. Both of the spaces 72 and 73 contain the marking "Scandal." The space 74 includes the marking "Good farm prices" and the notation "10 votes."

Preparatory to the start of the game, each of the players throws the dice and the one throwing the highest number receives first choice of the political party. Each player then receives a token representing his party's candidate, for example, a blue token for the Republican party, an orange token for the Democratic party, a red token for the Third Party, and a green token for the Socialist party, together with several of his party's marker cards.

In starting the game the "Campaign" for the election of a candidate for governor is first played. Each player places the token representing his candidate on the space 10 marked "Smoke filled room" of the playing course. The player who obtained the highest number by the throw of the dice has the first play. The play is then in rotation toward the left.

Before throwing the dice which precedes and governs every play, the player must announce the play he desires to make. If he fails to do so, the play does not count. The player may elect to advance his candidate token along the spaces of the playing course from the space titled "Smoke filled room." In this case he makes known his vote by announcing "Going ahead." After he has made known such vote, he throws the dice, and the total number thrown represents the votes obtained. The player then refers to the card titled "Election returns" shown in Figure 14 to ascertain the number of spaces corresponding to the total number thrown that he may move his candidate's token along the playing course. For example, if the total number thrown is a 4—5, his candidate receives 9 votes, and by reference to the card titled "Election returns" this number of votes corresponds to 2 spaces. As soon as the number of spaces has been ascertained the player advances his candidate's token that number of spaces along the playing course 3.

The candidate token of each player must stop on space 14 containing the marking "Machine support" even though on any turn of play the player receives enough votes to pass. He must remain on such space until he has first secured the support of his party's political machine. To obtain such support the player on his regular turn of play must obtain an even number or an eleven by throw of the dice. If he obtains such number or an eleven he has secured the support of his party's political machine. On his succeeding regular turn of play he can advance his candidate's token past such space.

Should the candidate token of any player at the end of his turn of play stop on any of the spaces 17, 20, 24, 27, 32, 36, 38, 42, 44, 47, 49 and 53, which include the marking "X," such player must refer to the card titled "Bulletins" shown in Figures 12 and 13, and proceed immediately on this same turn of play according to the directions corresponding to the combined numbers appearing on the previously thrown dice. For example, if the thrown dice show 2—3, the directions opposite the numbers 2—3 on the "Bulletins card" indicate the additional play to be made.

If the candidate token of any player receives enough votes on his turn to play to pass space 18 containing the marking "Bad weather," the player may advance such token past such space. This space is counted, in passing, as a regular space. Should, however, the candidate token of any player stop on this space at the end of his turn of play, such player misses his next two turns.

In the event that the candidate token of any player stops on the space 29 containing the marking "Political jobs" at the end of his turn of play, such player immediately advances his candidate token an additional 8 spaces.

In place of a player electing to vote to advance his candidate's token along the playing course from the "Smoke filled room" space, as thus described, the player may attempt on any one of his turns of play to secure one of the spaces not a part of the playing course which, if obtained, will give him extra votes. For example, he may elect to secure either space 65 titled "Business

boom," space 64 titled "Balanced budget," space 63 titled "Labor union," space 70 titled "Tax payers league," or space 74 titled "Good farm prices," each of which, if obtained, give to the player 10 extra votes. If desired, he may elect to secure either one of spaces 66 and 67 titled "Public works project," each of which, if obtained, give to the player 15 extra votes.

To attempt to secure one of the spaces titled

Business boom
Balanced budget
Labor union
Tax payers league
Good farm prices

the player makes known his vote by announcing any one of the aforementioned titles. After announcing such vote, the player throws the dice. If the numbers on the thrown dice total an even number or an eleven, he secures such space, otherwise not. Upon securing the space the player places one of his political party's marker cards, as shown in Figure 2, thereon, and then receives the 10 votes. To enable the player to keep an accurate account of his acquired votes he is given one of the number cards carrying the designation of the numeral 10 thereon as shown in Figure 8. Once such space is occupied by one political party, it is no longer available to any of the other competing political parties. None of these spaces can be occupied by more than one political party at the same time.

In order to attempt to acquire one of the spaces titled "Public works project" the player makes known his vote by announcing "Public works project." After announcing such vote, the player is entitled to two successive throws of the dice on his one turn of play. If the numbers on each throw of the dice total an even number or an eleven, the player secures such space, otherwise not. Upon securing the space the player places one of his political party's marker cards and also one of the "Men working" signs shown in Figure 3 thereon. He then receives 15 votes. The player likewise receives number cards, as shown in Figures 7 and 8, corresponding to the number 15 so as to enable him to keep an account of his acquired votes. Once such space is occupied by one political party, it is no longer available to any of the other competing political parties.

Under the rules of the game, a player may acquire any number of the extra vote spaces such as those titled "Business boom," "Balanced budget," "Labor union," "Tax payers league," "Good farm prices," "Public works project," during a "Campaign" if they are unoccupied by the political party of an opposing player.

Assuming that a player has possession of the spaces titled "Business boom," "Balanced budget," and one of the spaces titled "Public works project," thereby having a total of 35 extra votes, and that this player after making known his vote by announcing "Going ahead" on his turn of play obtains the numbers 3—5 by the throw of the dice, the total of such number or 8 is added to the 35 extra votes making a total of 43 votes to which this player is entitled on such play. By reference to the "Elections return" card as shown in Figure 14, the player finds that 43 votes entitles him to advance his candidate's token 6 spaces along the playing course. From this it will be apparent that the securing of the extra votes enables a player to advance his candidate's token along the playing course faster than is possible by the votes obtainable solely by the throw of dice on each regular turn of play.

If a player has possession of the three extra vote spaces titled "Business boom," "Good farm prices," and "Balanced budget" at the same time he automatically received "White House" support. Accordingly, he places his political party's marker card on space 60 titled "White House," and then receives 20 votes. At the same time he is given a number card, Figure 9, carrying the designation of the numeral 20 thereon. Such player retains the 20 votes so long as his political party has possession of all three of such spaces.

On any one of the turns of play during the "Campaign," a player may attempt to obtain an Injunction. In this case he makes known his vote by announcing "Supreme Court." After announcing such vote, the player is entitled to two successive throws of the dice on his one turn of play. If the numbers on each throw of the dice total an even number or an eleven, the player secures such space, otherwise not. Upon securing the space, the player places one of his political party's marker cards on space 62 titled "Supreme Court." Under the rule of the game this automatically removes an opponent from such space. As soon as the player has placed his party's marker thereon, he announces "Injunction" against whatever it is desired to remove with an Injunction, as for example Injunction against Democratic party marker on "Balanced budget space." The player throws the dice again without waiting for his next turn of play. If the player throws an even number or an eleven, he receives the "Injunction" from the "Supreme Court" thereby permitting him to remove the sign or marker from the desired space. Should an odd number, exclusive of an eleven, be thrown, the player fails to obtain the "Injunction" and must wait until his next turn of play to try again. Such player is entitled to one throw of the dice for an "Injunction" on each succeeding turn of play until he is removed from the "Supreme Court" space by an opponent. Mere failure to obtain an "Injunction" does not remove the player trying to secure it from the "Supreme Court" space. It is to be noted that only a player occupying the "Supreme Court" space may obtain "Injunctions" but he may obtain "Injunctions" for opposing players as the result of trades, such as obtaining an Injunction for an opponent in return for votes from an opponent. A player who has removed a marker or sign from any space by an "Injunction" must wait until his next turn of play to try to secure this space, if he desires it, for his own use. Any player may try, in his regular turn of play, to secure for his own use any space which has been cleared by an "Injunction," including the player who has had the space.

During the "Campaign" on any of the turns of play, a player may attempt to place either the "Purge" sign on the space 41 titled "Purge" or the "Crisis" sign on the space 52 titled "Unemployment crisis" of the playing course.

For the "Purge" sign, the player in his turn of play makes known his vote by announcing "Purge," and then must turn up either an even number or an eleven by the throw of the dice. If the even number or eleven is turned up, the player places the "Purge" sign, as shown in Figure 10, on the space 41 titled "Purge." This sign blocks the candidate of any opposing parties who have not already passed the space and forces the opponents to remove the sign from the space

by an Injunction. Under the rules of the game the player representing a candidate of an opposing political party who has not passed such space may, if he so desires, elect to proceed past this space. Should he so elect, the player loses the use of his extra votes that he may have obtained during the rest of the "Campaign," thereby causing him to advance his party's candidate token solely on the votes obtained by the throw of the dice on his respective turns of play. It is to be understood that in this case only the use of the extra votes is lost; the extra votes themselves are not lost. If an opponent succeeds in removing the "Purge" sign from the space by an Injunction, the player may try, in his regular turn of play, to put the sign back on the space by throwing another even number or an eleven before the opponents are able, on their turns of play, to advance their candidate tokens past the space. The "Purge" sign does not affect the candidate of the player who places the sign on the space, and he may pass it without losing the use of his Extra votes during the rest of the "Campaign." Such sign, if not otherwise removed, is removed at the end of each "Campaign."

For the "Crisis" sign, the player in his turn of play makes known his vote by announcing "Crisis," and then must turn up either an even number or an eleven by the throw of the dice. If the even number or eleven is turned up, the player places the "Crisis" sign, as shown in Figure 11, on the space **52** titled "Unemployment crisis" of the playing course. This blocks the candidates of the opposing players who have not already passed such space including the candidate of the player placing the "Crisis" sign on this "Unemployment crisis" space. It also blocks the candidates of opposing players who have not already passed such space and who either do not have possession of a "Public works project" space or do have possession of a "Public works project" space but have had the "Men working" sign removed from this last named space by an Injunction. A player may, if he desires, put the "Men working" sign back on his "Public works project" in his regular turn of play by throwing an even number or an eleven. This sign may be removed from the space by an Injunction. If the player's opponents succeed in doing so, the player who originally placed the sign on such space may try, in his regular turn of play, to put the sign back on the space by throwing an even number or an eleven before they are able, on their turns of play, to advance their candidate tokens past the space. This sign, if not otherwise removed, is removed at the end of each "Campaign."

If desired, during the "Campaign" on any of the turns of play, a player may attempt to place a "Scandal" upon an opponent. To make such attempt the player in his turn of play announces "Scandal" on whatever political party he desires to place under a scandal as, for instance, "Scandal on the Third Party," and then throws the dice. If the thrown dice show an even number or an eleven, the player has obtained the right to place a scandal on the opposing player representing the Third Party. The player then places one of the opposing player's political party marker cards designated "Third Party" on one of the spaces **72** or **73** titled "Scandal" and at the same time places one of the number cards containing the designation ½ thereon, as shown in Figure 6, on the same space. This forces the opposing player representing the Third Party to use only one-half of his votes until he removes the "Scandal" by an Injunction. For example, if the opposing player upon which a Scandal has been placed has 50 Extra votes and throws 9 votes with the dice on his next turn of play, he receives a total of 59 votes on the play. But since he is subject to a "Scandal" he only receives one-half of the 59 votes, or 30 votes, and his candidate token may be advanced only 4 spaces on the playing course instead of the 7 spaces he could have advanced if not subject to the "Scandal." Both of the marker cards may be removed from the Scandal space by one "Injunction." An Injunction removes the "Scandal" from this player and he may then again have the use of all of his votes. No player, however, may be made subject to two "Scandals" at the same time.

At any time during the course of the "Campaign" a player can attempt to remove an opponent from any of the Extra vote spaces such as those entitled "Business boom," "Balanced budget," "Labor union," "Tax payers league," "Good farm prices," and "Public works project," by securing an Injunction in the manner hereinabove described. It is to be understood, however, that two Injunctions are required to remove an opponent from a "Public works project" space, the first Injunction for the removal of the "Men working" sign and the second Injunction, on a following turn of play, to remove the political party marker.

Should the candidate token of any player at the end of his turn of play stop on space **56** titled "Recount" of the playing course, such player suffers the penalty of missing his next three turns of play. If the candidate token of this player receives enough votes to pass this space on his turn of play, he may advance the token past the space. This space is counted, in passing, as a regular space.

When the candidate token of a player stops on the space **59** titled "Election conceded" at the end of his turn of play, he has elected his candidate for governor, and so concludes the first "Campaign." Upon having elected his candidate for governor, the player places one of his political party's markers on the space **68** titled "Governor," and immediately receives the 20 votes that go with the attainment of the governor space. At the same time he receives one of the number cards having the numeral 20 imprinted thereon. The tokens representing the candidates are returned by the players to the "Smoke filled room" space of the playing course for the start of the next "Campaign." All extra vote spaces including any of those designated by "Governor", "Congressman," or "Senator," held by a player at the end of a "Campaign" are kept over in the next "Campaign." The "Purge" and "Crisis" signs, if not otherwise removed, are removed at the end of each "Campaign."

Upon completion of the first "Campaign" for the election of governor, the campaigns for congressman, senator, and president, in the sequence named, are played in the same manner as hereinabove described.

If desired, during any "Campaign" a player, on any of the turns of play, may attempt to secure the use of the space **71** titled "Hatchet men." In making such attempt the player announces "Hatchet men," and then throws the dice. If the thrown dice show an even number or an eleven, he is entitled to possession of such space, and then places one of his political party's

marker cards thereon. After the player has obtained the "Hatchet men" space by throwing an even number or an eleven and has placed his party marker on such space, he is entitled to four successive throws of the dice on any following turn of play. If the player succeeds in throwing four consecutive even numbers, may include elevens, in his successive throws of the dice, he may transfer to himself from any one of his opponents, all of that opponent's Extra votes spaces, together with the Extra votes of such spaces. This, however, does not include the space 68 titled "Governor," space 69 titled "Congressman," or space 61 titled "Senator," and the extra votes which go with such spaces. Should the "Hatchet men" space already be occupied by an opponent, the player desiring to secure such space must remove the occupying opponent by obtaining an Injunction, as previously described. Should the player, however, on any of the four throws of the dice fail to throw an even number or an eleven, this terminates this particular turn of play. On his next turn of play this same player can again try to throw four consecutive even numbers or an eleven by four successive throws of dice, and can continue to try to do this on each following turn of play as long as his party marker is on the "Hatchet men" space.

The game is won by the player who succeeds in electing his candidate for president irrespective of whether or not he has elected his candidate for governor, congressman, or senator in the prior "Campaigns." The object of the prior three "Campaigns" for the election of a candidate for governor, congressman, and senator is to give a player an opportunity to build up as much strength as he can for the fourth and final "Campaign" for the election of a candidate for president.

In playing the game of the present invention it is, according to the rules, permissible for a player to bargain with one of the opposing players to help him defeat others of the opposing players by trading or giving to him votes and Injunctions. If such opposing player helps the player to elect his candidate in one "Campaign" the player in return for such help may agree to help him elect his candidate in the next Campaign, or they can both agree, before the game starts, that the first of their respective candidates who receives "Machine support" in each "Campaign," will receive the combined support of both players. Also, a player may trade or give votes to an opposing player in his regular turn of play or he may receive and use votes traded or given to him by another opposing player, provided neither is under a "Scandal." When a player accepts votes from another player, he must use them, even though it is not his turn to play. Should the use of votes given to a player by another opposing player, cause his candidate to become subject to a penalty or disadvantage, his candidate must suffer such penalty or disadvantage. A player, however, is not compelled to accept votes from another opposing player. In trading or giving votes to another opposing player, the voting procedure is exactly the same as it would be if the trading or giving player were to use the votes himself. The only difference is that, instead of using them himself, he gives them to the opposing player he is assisting. Moreover, a player may obtain Injunctions for other players if he has obtained the Supreme Court space. It is to be understood that a player under a "Scandal" cannot give or trade votes to, or receive votes from another opposing player.

The speed with which the game of the present invention can be played may be adjusted by variation of the "Election returns" card shown in Figure 14, for instance, as by increasing or decreasing the number of spaces which a player may move his political party token in response to a given number of votes on a voting play.

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

In a game board over which playing pieces are moved by chance, said board being provided with corner spaces having the designations for public officers and the Supreme Court and having a playing course comprising a plurality of spaces arranged intermediate said corner spaces, some of the spaces of said playing course being designated by a marking so as to constitute a distinguishable group, there being only one of such groups, certain others of the spaces of said playing course being marked by designations indicative of happenings in a political campaign and having other designations indicative of penalties or benefits and certain others of such spaces being indicative of blocking movement of the playing pieces along said playing course, intervening spaces having distinctive markings interposed between said corner spaces but outside of said playing course, some of the markings of said intervening spaces corresponding with each other, there being certain of said intervening spaces having designations indicative of different vote values and certain others of such spaces being indicative of penalties or benefits, said intervening spaces being subject to acquisition by the players during the course of play, and blocking cards for placement upon the playing course spaces indicative of blocking movement.

EDWARD L. GARRETT.