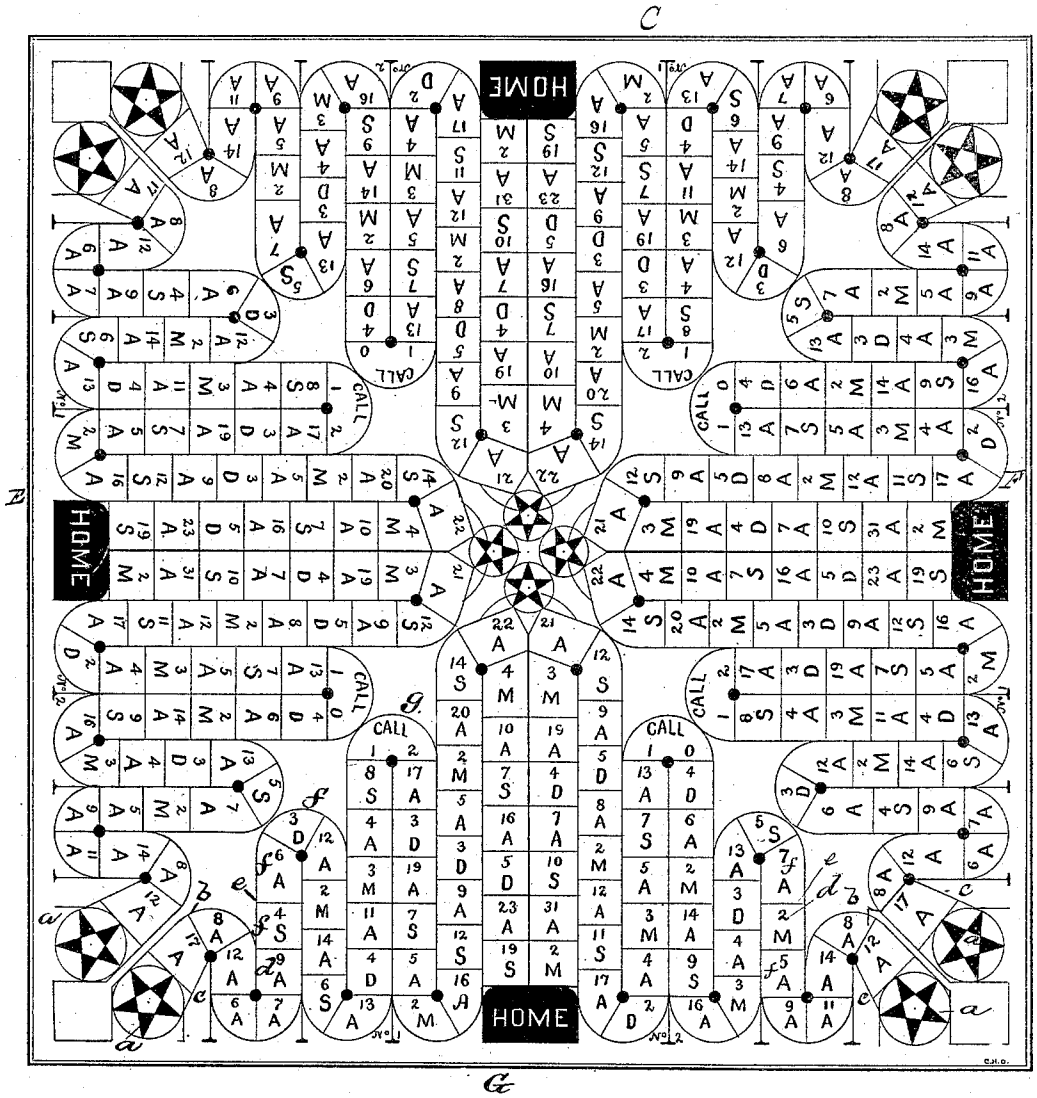
(No Model.)

J. M. LEWIS.

GAME BOARD.

No. 298,992. Patented May 20, 1884.



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UNITED STATES PATENT OFFICE.

JOSEPH M. LEWIS, OF TRENTON, NEW JERSEY.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 298,992, dated May 20, 1884.

Application filed March 27, 1884. (No model.)

To all whom it may concern:

Be it known that I, JOSEPH M. LEWIS, a citizen of the United States of America, residing at Trenton, in the county of Mercer and State of New Jersey, have invented certain new and useful Improvements in Game-Boards; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawing, and to letters or figures of reference marked thereon, which form a part of this specification.

My invention is a mathematical game-board; and it consists in the improvements hereinafter fully described and set forth, whereby two or more players may engage in a series of games wherein are respectively involved the principles of the mathematical divisions of addition, subtraction, or combinations of the same. To play the foregoing game, one or more dice are employed.

In the accompanying drawing the figure represents a diagrammatic game-board designed in accordance with my invention.

The said board consists of four divisions, C E F G. As the said sections are designed and arranged similarly, it will be only necessary to particularly describe one for the comprehension of all. At each corner of the board is a circle, *a*, inclosing a star or other distinguishing device. Two lines, *b c*, lead from said circles toward each other, and are arranged to form a serpentine path, *d*. Transverse lines *e* divide said serpentine paths into a series of squares or divisions, *f*, respectively containing a numerical character and an initial letter representing one of the four mathematical divisions—addition, subtraction, multiplication, and division. A space, *g*, is formed at one of the bends of said serpentine paths, and contains the word "Call" and a numerical character at the center of the board. Said serpentine paths run parallel with each other, and terminate at a block or square containing the word "Home."

The following is a detail description of the manner of playing the different games in connection with my game-board.

Addition.—Throw the dice, and as many spots as you get move the buttons or men as many spaces. You can move one button for both dice or one for each number, as may be to your advantage, so as to count the most. For example, you get five and three spots on your dice; you can move one button five and the other three, or one eight, as you like. The number in the space you move on you place to your account. If you get in the call-space 10 or 12, you must call the number in that space from each player, and add the number in the call and the number you get from them to your account. If four play, the first home gets 100 as the first prize; the second, 75; the third, 50. If three play, the first-home prize is 75; the second, 50. If two play, the first home gets 50. When you get home, add your columns, and the one who has the highest number wins. You can go home on any number that takes you there or past.

Addition and subtraction.—On your slate or paper write "A" and "S." The number you get in A and M spaces you place under A column, and those in S and D spaces you place under S column. Play as in addition. When home, add the columns and subtract the S column from the A column. The largest remainder wins. Calls and home prizes as in addition.

Addition, subtraction, and multiplication.—On your slate or paper write "A," "S," and "M." The numbers you get in A spaces put under A column. Those you get in S and D spaces place under each column, and subtract the S column from the A, and the remainder multiply by the sum of the M column. The greatest number wins. Calls and home prizes as in addition.

Addition, subtraction, multiplication, and division.—Write on slate or paper "A," "S," "M," and "D." The numbers you get in A spaces write under A, those in S spaces under S, those in M spaces under M, those in D spaces under D, and proceed as in addition. When home, add each column. Subtract S from A. The remainder multiply by the sum of the M column, and the result divide by the sum of the D column. The quotient is yours. The highest quotient wins. Calls and prizes as in addition.

Interest and percentage.—You start with $1,000 as your capital. A and M is your cash

or income column. S and D is your expense or debit column. When you get home, add each column, and subtract your expenses from your cash or income and take the interest of $1,000 from the remainder, and then find what per cent. the remainder is of the capital, or $1,000. The greatest per cent. wins. Calls and prizes as in addition.

Call and return game.—This game has no connection with figures. You enter on any number you get with the dice, and thus proceed until you get past the call. Then all numbers above six (6) you move toward home; but all numbers six (6) or under you move back as many spaces as you have spots on the dice, &c. If any player gets in the call-space No. 1 or No. 2, he can call any one that may be past that point (on that side) back to it again on the same number. For example, you get in call-space No. 1; you can call any one back to that space if passed to it on No. 1 side of game, and so in No. 2, &c. You can get out only on a number that just takes you out. For instance, you have five spaces to go to reach home, and with dice you get five and four spots. You can go out on the five-dice; or, if nine spaces to go, you can go out on both dice; but in all cases, when you count six or under with both dice, you must move back as many spaces as you get spots on the dice. The player left on the board is the "monkey."

From the foregoing it will be apparent that by employing a game-board designed and arranged as hereinbefore described and in the manner set forth the players readily become accurate with the principles of addition, subtraction, multiplication, and division. The said board, moreover, affords a source of entertainment.

I claim—

1. The improved game-board herein described, consisting of two or more divisions, each containing a path or paths divided into a series of spaces, each containing a numerical character and a letter indicative of one of the mathematical divisions, substantially as set forth.

2. The improved game-board herein described, consisting of two or more divisions, each having one or more serpentine paths, merging at their respective ends with a symbol or character located in one of the corners, and with a goal or home, said paths being subdivided into a series of spaces, each containing a numerical character and a letter in that of one of the mathematical divisions, substantially as and for the purpose set forth.

3. The combination, in a game-board arranged and designed as herein described, of space *g*, containing a numerical character and the word "Call," or other word of like significance, as and for the purpose set forth.

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

JOSEPH M. LEWIS.

Witnesses:

ZEPHANIAH WEST,

FRANKLIN S. MILLS.