

O. C. MILLER.
 GAME APPARATUS.
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948,183.

Patented Feb. 1, 1910.

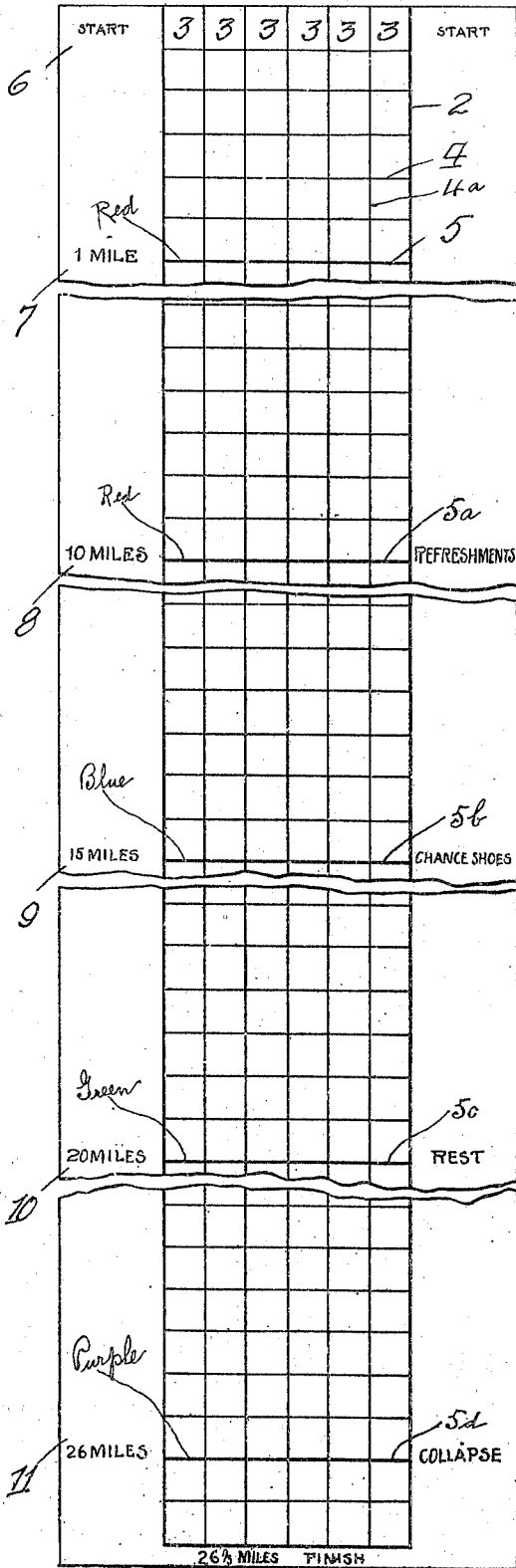


Fig. 1

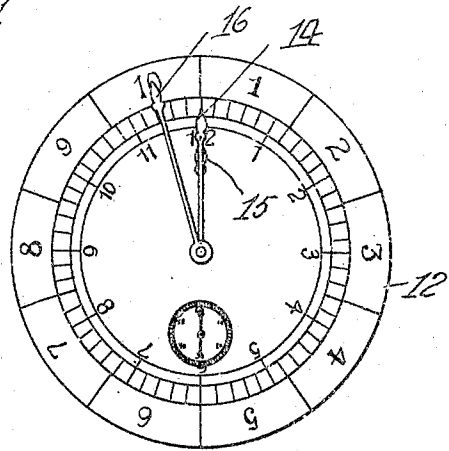


Fig. 2

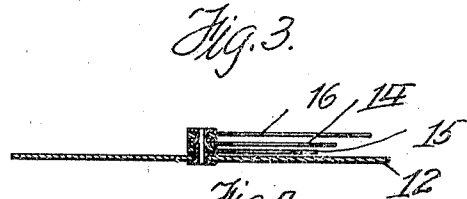
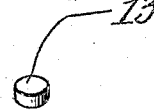


Fig. 4



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GAME APPARATUS.

948,183.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, ORIN C. MILLER, a citizen of the United States of America, residing at Templeton, in the county of Armstrong and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawing.

This invention relates to game apparatus, and more particularly to an apparatus for playing indoor games.

The invention has for its object to provide an apparatus for playing a game that will afford considerable amusement to adults as well as to juveniles, the game being played by two or more persons supposed to run a race of a prescribed number of miles, the race in the present game representing the Marathon race of twenty-six and a third miles and it is the object of each player to win the race as quickly as possible.

Another object of the invention is to provide a simple and inexpensive game apparatus consisting of few parts easily understood and manipulated during the progress of the game.

These and such other objects as may hereinafter appear are attained by a game apparatus that will be hereinafter described in detail, and then claimed, and reference will now be had to the drawing forming part of this specification, wherein there is illustrated a preferred embodiment of the invention, but it is to be understood that the structural elements thereof can be varied in design without departing from the spirit or scope of the invention.

In the drawings, Figure 1 is a plan of a board or plaque forming part of the game apparatus, said board or plaque being partly broken away, Fig. 2 is a plan of a dial forming part of the game apparatus, Fig. 3 is a cross sectional view of the same, and Fig. 4 is a perspective view of one of the game pieces forming part of the game apparatus.

In the drawings 1 denotes an oblong board or plaque, preferably thirty-six inches long provided with a race course 2, which is printed or otherwise marked upon the board or plaque and divided into six paths 3, each path having one hundred and fifty-eight spaces, six of such spaces representing a mile. The spaces upon the race course 2 are provided by printing or otherwise marking transverse and longitudinal lines 4, 4^a re-

spectively upon the board or plaque, each sixth transverse line being made heavier than the intervening lines, whereby the race course will be spaced off into twenty-six and a third miles with six spaces to a mile.

The heavy transverse lines for designating ten, fifteen, twenty and twenty-six miles are indicated by the reference characters 5^a, 5^b, 5^c, 5^d respectively while the other heavy transverse lines for indicating the other miles are designated by the reference character 5. The transverse line 5^a is of a different color from the remaining lines and by way of example, the color of said line is red; the line 5^b is of a different color from the remaining lines and by way of example, the said line is blue; the line 5^c is of a different color from the remaining lines and by way of example, it is green; the line 5^d is of a different color from the remaining lines and by way of example, it is purple. It is to be understood however, that there is no limitation as to the color of the lines referred to as the colors specified may be changed.

The race course 2 is located intermediate the longitudinal edges of the board or plaque 1, and occupies approximately half the area of the board or plaque, leaving space upon the longitudinal sides of the race course, and it is upon this space that the starting points are indicated, as at 6, the first mile post, as at 7, the ten mile post, as at 8, the fifteen mile post, as at 9, the twenty mile post, as at 10, and the twenty-six mile post, as at 11. The number of miles are printed or otherwise marked at one side of the race course, and upon the opposite side of the race course are indicated certain penalties. For instance, at the ten mile post, there is printed or otherwise marked the word "Refreshments," at the fifteen mile post, the words, "Change shoes," at the twenty mile post, the word "Rest," and at the twenty-six mile post the word "Collapse." At the winning end or goal of the race course 2 is printed or otherwise marked "Twenty-six and one-third miles,—finish".

In connection with the board or plaque 1, a dial 12 is used, and associating with said dial is a pointer 16, a minute indicating hand 14 and an hour indicating hand 15, and further in connection with the board 1 a plurality of game pieces or men 13 are used, the number of game pieces corresponding to the number of paths 3, on the race course 2. The dial 12 is printed or otherwise marked

to provide a series of numbers 1 to 12 inclusive to indicate hours and to further provide a series of spaces to indicate minutes, similar to a clock face and said dial is furthermore provided with a series of designated spaces, the designations for the spaces being from 1 to 10 and which are adapted to indicate the number of spaces a "man" advances on the course. The hands 14 and 15 are pivotally mounted centrally of the dial whereby they can be manually moved, while the pointer 16 is freely pivoted relative to the hands 14 and 15, whereby the pointer 16 can be spun without interfering with the movements of the hands 14 and 15. The dial is preferably made of pasteboard, while the hands 14 and 15 and the pointer 16 are preferably made of metal. Six dials and their corresponding hands and pointer accompany the board or plaque 1, one for each player or "man" entered in the race.

To play the game, two or more persons are required, and after the game pieces 13 have been placed at the starting point of the race course, the hour and minute hands are placed together at twelve on the dial. The race is now started by one of the players striking or whirling the pointer 16, and when said pointer stops, for instance at ten, the player advances his game piece ten spaces equivalent to a mile and two-thirds. The same player moves the minute indicating hand forward five spaces, indicating that it took the player or checker five minutes to run or traverse a distance of a mile and two-thirds. The second player now spins the pointer 16, of his dial and if the pointer stops at the space designated four, he advances his game piece four spaces representing two-thirds of a mile and at the same time moves the minute indicating hand forward five spaces to indicate five minutes. The player takes his turn in playing and at each move or play, the minute indicating hand is advanced five spaces to indicate five minutes, providing the player has been successful in advancing without being penalized. After the minute indicating hand has been moved around the sixty spaces to indicate sixty minutes or an hour, the hour indicating hand 15 is moved five spaces to indicate one hour, and then the minute indicating hand can be used for the advances during the second hour of the race. Should the player happen to move his game piece to those spaces representing the ten mile post, the game piece is retained at the ten mile post for "refreshments" to represent a period of five minutes, which is considered a penalty and the player either loses his next turn in the game or moves the minute indicating hand backward five spaces to indicate five minutes, according to the penalty. Game pieces landing at the fifteen mile post

are penalized to represent a period of ten minutes, either deducted by moving the minute hand backward ten spaces or the player losing his next turn. Game pieces landing at the twenty mile post are penalized to represent a period of fifteen minutes, and those at the twenty-six mile post, are eliminated from the game.

There are many rules and regulations that can be made to govern the race, and for this reason, I do not care to confine myself to any set rules for playing the game.

Having now described my invention, what I claim as new, is:

1. A game apparatus of the class described, comprising a board having a race course marked thereon, designations at intervals upon said board for penalizing racers, and a plurality of dials and pointers for controlling the movement and for indicating a representation of the period of time consumed by the movement of each racer.

2. A game apparatus of the class described, comprising a board or plaque having marked thereon a race course, said board or plaque at intervals throughout said course being marked to indicate points at which racers are penalized, game pieces adapted to traverse said course, a dial for each game piece bearing markings to indicate distances, each dial having a pointer to indicate distances a game piece may be moved, and hands for indicating a representation of the period of time consumed in moving each game piece.

3. A game apparatus of the class described, comprising a board or plaque having marked thereon a race course composed of parallel paths divided into spaces, one end of the board or plaque representing the starting point of the race and the opposite end the finishing point of the race, said board or plaque having marked thereon at different intervals throughout the race course points at which the racers are penalized, game pieces adapted to be moved upon the spaces of each path, a dial bearing markings to indicate distances, a pointer carried by said dial for indicating distances each game piece may be moved, a minute indicating hand carried by said dial and adapted to be moved a prescribed distance each time a game piece is moved, and an hour indicating hand carried by said dial to maintain a record of the movement of said minute hand.

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

ORIN C. MILLER.

Witnesses:

R. P. BALPH,

W. L. DONOVAN.