No. 834,130. PATENTED OCT. 23, 1906.

J. E. HERON.

GAME APPARATUS.

APPLICATION FILED DEC. 7, 1905.

Fig. 1.

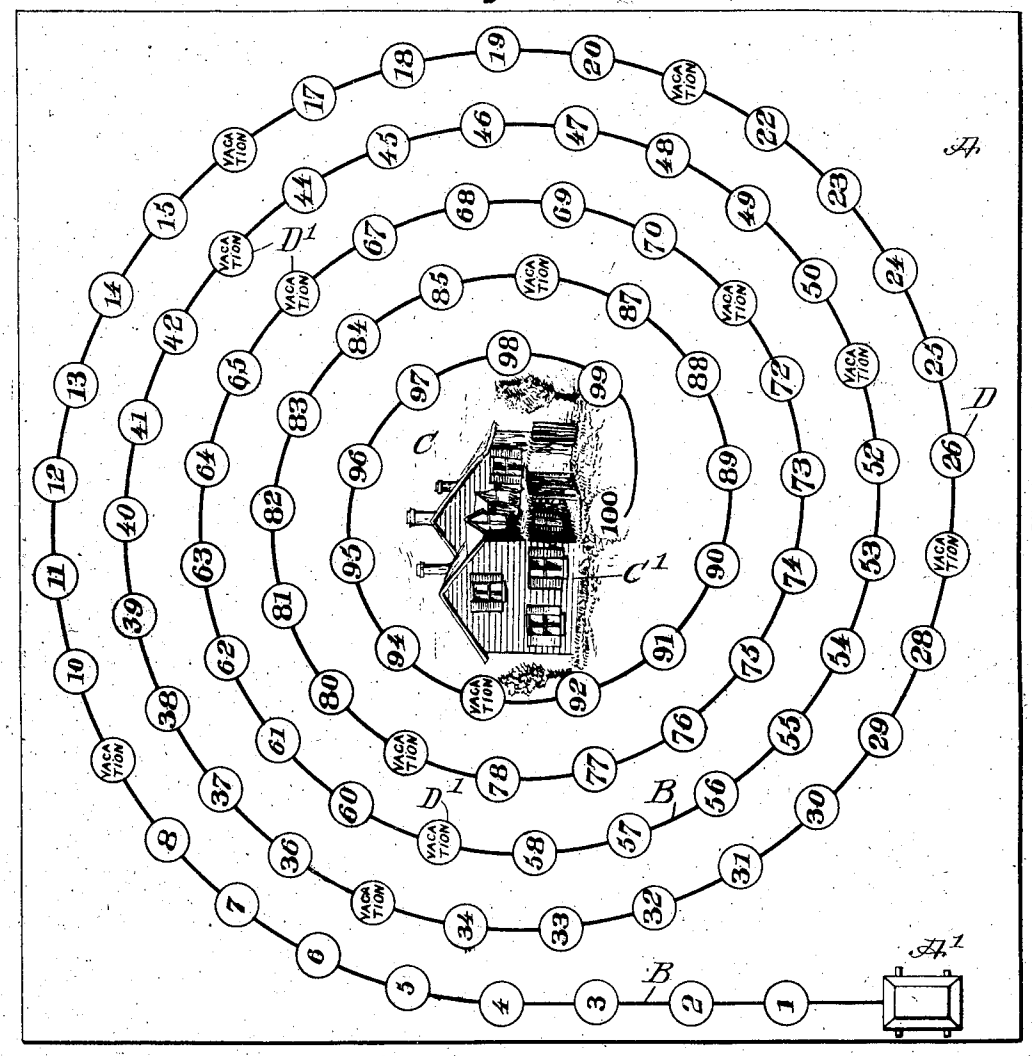


Fig. 4.

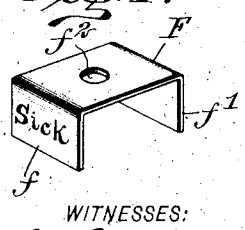


Fig. 2.

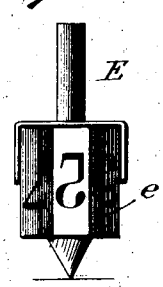


Fig. 3.

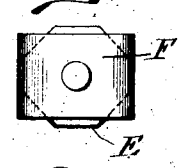


Fig. 5.

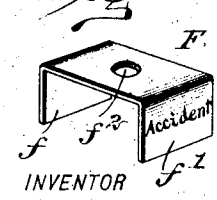
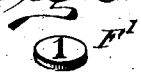


Fig. 6.



WITNESSES:

H. G. Dieterich

[signature]

INVENTOR

James E. Heron

BY [signature]

ATTORNEYS

UNITED STATES PATENT OFFICE.

JAMES EDWARD HERON, OF MEETEETSE, WYOMING.

GAME APPARATUS.

No. 834,130. Specification of Letters Patent. Patented Oct. 23, 1906.

Application filed December 7, 1905. Serial No. 290,719.

To all whom it may concern:

Be it known that I, JAMES EDWARD HERON, a citizen of the United States, and a resident of Meeteetse, in the county of Bighorn and State of Wyoming, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

The purpose of the invention is to provide an apparatus especially adapted to represent the game of life to the players, wherein the aim of all the players is to pass without impediment to a given goal, but wherein through the incidents of the game retrograde and advance movements are necessarily present, due to factors and movements of the game which represent conditions of prosperity, sickness, or accident.

The invention consists in the combination of a game-board bearing predetermined designations thereon and a spinning object which defines movements on the board and conditions controlling such movements.

The invention also consists in the novel construction and combination of the several parts, as will be hereinafter fully set forth, and pointed out in the claims.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the figures.

Figure 1 is a plan view of the improved game-board. Fig. 2 is a side elevation of a tee-totum used in connection with the game-board. Fig. 3 is a plan view of the tee-totum, and Figs. 4 and 5 are perspective views of the head-plate for the tee-totum. Fig. 6 is a perspective view of one of the checkers or chips employed.

The board A may be of strawboard, cardboard, or it may be made of wood or of metal, and the said board may be in one piece or in two or more pieces, hinged to fold one on the other, as is customary with boards of a like type. A heavy spiral line B is drawn or otherwise produced upon the board A, which line represents a spiral path, commencing at a figure A′ at one corner of the board, which figure may represent any desired object—such, for example, as a cradle—and the inner end of the said spiral path or line B terminates at a point near the center of the board A, thereby forming a field C, upon which field any desired object representing a goal C′ may be produced—as, for example, the representation of a fine homestead and grounds, as illustrated.

Preferably at regular intervals along the spiral path B panels D are formed, and said panels are preferably circular, although they may be given any other formation. Each of the panels D is adapted to have a figure produced therein, and these figures may read consecutively from "1" to "100," for example, the figure "100" being at the inner terminal of the path and the figure "1" at the commencement of the path; but in sundry of the panels (designated D′) the word "Vacation" is printed or otherwise produced, and the panels D′ may be arbitrarily located in the series of panels D, and each vacation-panel represents a figure not expressed.

In connection with the board A a spinning object E is employed, preferably a tee-totum, as shown, and upon the side faces *e* of the said tee-totum figures are produced, which figures may be read consecutively or they may be arbitrarily placed.

The tee-totum is provided with a head-piece F. This head-piece usually consists of a strip of metal in the center of which an opening f^2 is made, through which the handle or stem of the tee-totum may pass, so that the body portion of the head-piece may rest upon the top of the body of the tee-totum, and preferably the said head-piece is bent downward at each end to form opposing vertical flanges *f* and *f′*, and the word "Sick" is produced upon one of the said flanges and the word "Accident" upon the other. When the head-piece F is in position on the tee-totum E, the downwardly-extending flanges on the head-piece will extend each over a face *e* having a figure thereon. In connection with the game-board and the said spinning object E two sets of disks, checkers, or chips F′ are used, the checkers of one set having the figure "1" thereon and the disks of the other set the figure "2" thereon. Any number of pairs of these disks may accompany the game-board, so as to accommodate any desired number of players, since each player is entitled to two checkers, one checker being that which is to be moved upon the board and the second checker to be held in reserve in order that no dispute shall arise as to the sequence of play for the players.

In playing the game, player No. 1 will turn the tee-totum E, and the figure expressed on

that face of the tee-totum which falls downward will indicate the number of moves to which the player is entitled. The next player then turns the tee-totum and makes his play, the checkers being moved from one panel on the path to the other.

If by chance a move indicated for a player terminates at a vacation-panel D′ in the path of life B, that player is entitled to a second move equivalent to that terminating at said vacation-panel, thus doubling the move indicated by the last spinning of the tee-totum. When the tee-totum falls, should either of the flanges *f* or *f′* face downward the player will be entitled to the number of moves indicated by the figure adjacent to said flange, but the moves must be made backward instead of forward.

The game is given to the player who first reaches the last panel by a single throw which will land him on said panel. Should the throw of such player count him over said last panel, his chance of winning might be lost or he might have to wait his turn for another chance, according to the agreement between the players.

Having thus described my invention, I claim as new and desire to secure by Letters Patent—

1. The combination with the game-board having hazards thereon, of a tee-totum having on the sides thereof characters for indicating the hazards, and a head-piece for the tee-totum, said head-piece being rotatable with respect to the tee-totum, and provided with depending flanges having characters thereon indicating conditions influencing the indications of the characters upon the tee-totum.

2. The combination with a game-board having hazards thereon, of a tee-totum having upon its sides characters indicating the hazards, and a head-piece rotatably mounted on the tee-totum and provided with characters indicating conditions influencing the indications of the tee-totum.

3. The combination with a tee-totum having characters indicating hazards upon the sides thereof, of a head-piece rotatably mounted upon the tee-totum and provided with characters influencing the indications of the characters of the tee-totum.

4. The combination with a tee-totum provided with characters indicating hazards, of a head-piece in connection therewith, said head-piece being provided with characters influencing the indication of the characters on the tee-totum.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

JAMES EDWARD HERON.

Witnesses:
CHAS. A. DAVIS,
ORIN H. WOODS.