H. D. ATKINS.

GAME APPARATUS.

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1,148,737.

Patented Aug. 3, 1915.

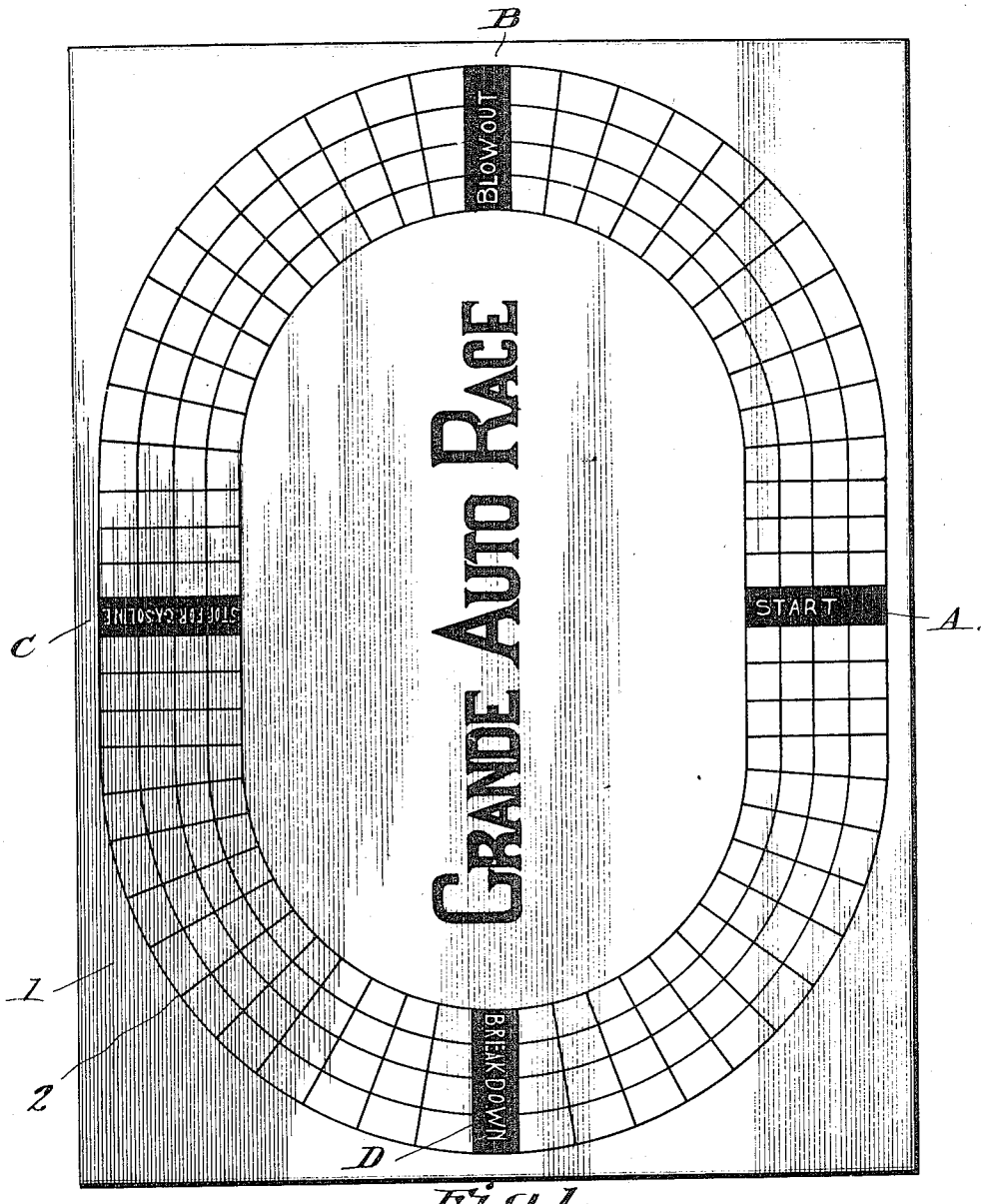


Fig. 1.

Fig. 2.



Fig. 3.



Fig. 4.

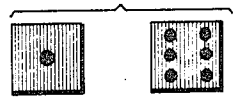
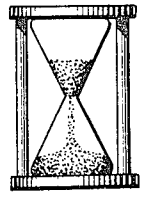


Fig. 5.



Witnesses:

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, HOWARD D. ATKINS, a citizen of the United States, residing in the city of Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented new Game Apparatus, of which the following is a full, clear, and exact description, 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 drawings, and to the figures of reference marked thereon, which form a part of the specification.

The invention consists of a game board, comprising a course, which will be understood to represent a race-course, divided into intervals in order that the same may be counted, and movable objects such as miniature automobiles, a dice-cup, in combination with a sand-glass usually called an hour glass as shown.

Figure 1 of the drawing indicates the race-course I divided into intervals by means of transverse check-marks 2, with spaces shaded marked A, B, C, and D on which the following words are printed respectively, "Start," "Blow out," "Stop for gasolene," and "Break down." Fig. 2 represents a dice-cup. Fig. 3 represents a miniature automobile. Fig. 4 represents the dice. Fig. 5 represents the sand glass (hour glass).

It is well known that a game board with race-course, movable objects, dice-cups and dice are old and that the sand glass used separately is also old, but I use the sand glass for the purpose of timing the race and also of arbitrarily ending the race when the sand finishes running through without regard to any finish line which is used in all other race games. The result of the combination of the sand glass is that an entirely different game is created and excitement and life are added because of the running sand and its possible termination at any moment which introduces a new element in the game world. This combination is, therefore, an innovation and an improvement on anything heretofore produced in the art to which it appertains.

As an illustration of the novelty of the invention and of the additional interest and fascination accruing therefrom, I incorporate herein a copy of the rules of the game known as the "Grande auto race" a game that is now on the market.

"*Grande auto race*"—*Rules.*—Two, three or four can race. Each player chooses a car and throws for position on the tracks. The cars are placed along the starting line. The players arrange their order of sitting about the board according to the tracks which each one holds, *i. e.*, the one having the inside track faces the starting line, the one having the second track sits at his right and so on. The sand glass is placed in the center of the board with all the sand in the lower bulb. Upon the cry, "Go," the sand glass is turned over. The player having the inside track throws the dice first, calls out the numbers which are turned up, replaces the dies in the cup and passes it to the one on his right and then moves his car the number of spaces awarded by the dice. If he starts to move his car before passing the cup he is penalized five (5) spaces. Whenever a player's car stops on one of the spaces marked "Blow out," "Stop for gasolene," or "Break down" he loses one throw. The players continue to throw in rotation until all the sand has run through, at which time the race is brought to an end and the car in the lead wherever it may be on the track wins the Grande auto race.

While my specification claims relation to game apparatus designed for an automobile race it will be understood that I claim the combination broadly of a game board of any design and character whereby a race of any kind may be played using dice or any similar game apparatus which when thrown or drawn has therein the element of chance as the factor for controlling the moves of the objects on said board and an hour glass in which the run of the sand determines the time and extent of the race or game.

Having thus described my invention what I claim is,—

1. In game apparatus the combination of a game-board having a race-course divided into intervals, movable objects adapted to be moved from a starting point on said board, a dice-cup and dice, in combination with an hour glass, the latter being employed to time the race and extent of the game substantially as shown.

2. Game apparatus comprising a game-board having a race-course divided by transverse check-marks into intervals, miniature automobiles adapted to be moved on said board, a dice-cup and dice, in combination with an hour glass, whereby the "Grande

auto race" may be played for the amusement of the players.

3. Game apparatus comprising a game board together with movable objects adapted to be moved on said game board and game apparatus which when drawn or thrown have the element of chance as the factor to control the moves of the said objects on said game board in combination with an hour glass wherein the run of the sand determines the time and extent of the race or game.

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

HOWARD D. ATKINS.

Witnesses:
FRANCIS P. MALONE,
EARL F. ATKINS.