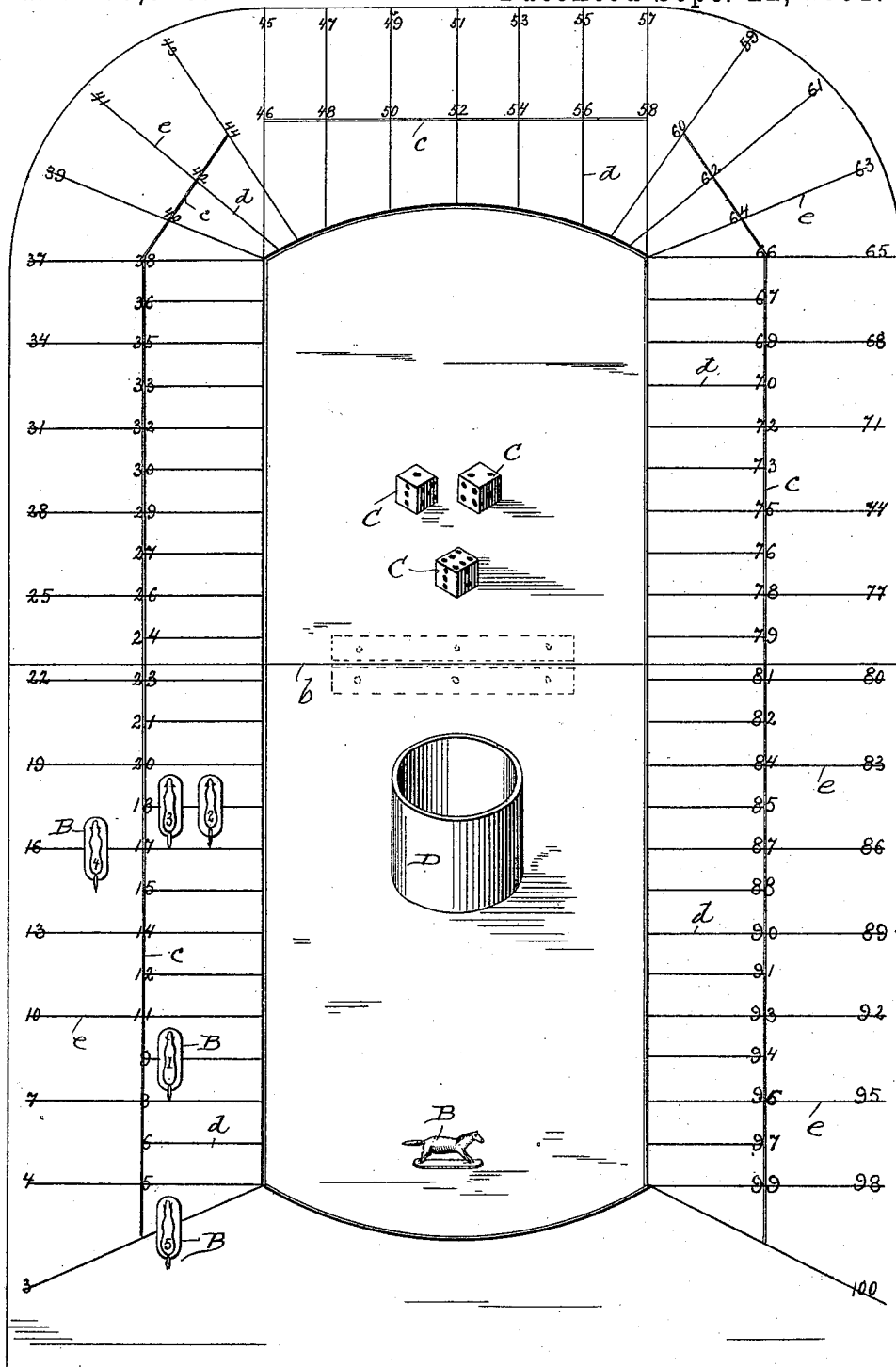


(No Model.)

J. FICHTNER.
GAME APPARATUS.

No. 459,929.

Patented Sept. 22, 1891.



Witnesses
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N. E. Oliphant

A

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UNITED STATES PATENT OFFICE.

JOSEF FICHTNER, OF MILWAUKEE, WISCONSIN, ASSIGNOR OF ONE-HALF TO
LOUIS R. LORENZ, OF SAME PLACE.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 459,929, dated September 22, 1891.

Application filed April 3, 1891. Serial No. 387,504. (No model.)

To all whom it may concern:

Be it known that I, JOSEF FICHTNER, a citizen of the United States, and a resident of Milwaukee, in the county of Milwaukee, and in the State of Wisconsin, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare that the following is a full, clear, and exact description thereof.

My invention consists of a diagram representative of a race-track divided at intervals by arbitrarily-designated transverse lines, a series of movable objects, preferably horse-shaped, and suitable means—such as dice or a teetotum—for determining the movement of the objects on the track, as will be hereinafter more fully described with reference to the accompanying drawing, and subsequently claimed.

The drawing represents a plan view of a base having delineated thereon a diagram representing a race-track divided by lines at certain intervals, and projected on the base are horse-shaped objects, a cup, and three dice.

Referring by letter to the drawing, A represents a base—such, for instance, as a board in hinged sections that fold one upon the other when the game is not in use to economize space, a hinge being shown in dotted lines at the dividing line *b* between said sections. Drawn, printed, or otherwise delineated on the base is a diagram representing a race-track, preferably divided midway of its width throughout its length by a line *c*, the inner longitudinal division of the track being transversely divided at regular intervals by lines *d*, and the outer longitudinal division of said track is for some portions thereof also transversely divided at certain intervals by lines *e*, these latter lines being twice as far apart as those aforesaid; or, in other words, certain of the lines *d* alternately cross the longitudinal line *c* and extend a certain distance outward from the latter. By the arrangement of the transverse lines as above described I economize in the matter of space in laying out the diagram to present said lines, the latter being numbered, consecutively, from 3 to 100.

Horse-shaped objects B, preferably numbered in serial order, are moved along the

track from start to finish in accordance with certain rules, and the moves are determined by the throwing of three dice C from a cup D, the sum of the spots on the upper faces of the dice being counted.

The players in the game need not be necessarily restricted to any number more than two, and each player throws the dice in turn, one throw and a movement of the horse-shaped object corresponding in number to that of said player constituting a play.

The order of the players is determined by throwing the dice, the one having the highest throw being the first player. After the order of playing has been determined the first player throws the dice to determine his first move. Assuming that the throw of the dice by the first player counts nine he places the horse-shaped object marked 1 across the line marked 9 on the track. Each of the succeeding players throws the dice and places his respective horse-shaped object on the line corresponding to the sum of his throw. Each player having had his turn, the first player throws the dice again and moves his horse as far forward as the sum of the throw will admit, and thus the game is continued. The player whose horse first covers line No. 100 on the track is generally the winner; but should the sum of his last throw of the dice be greater than is necessary to place his horse on said line the difference is given to the player of the rear horse, and thus the latter player has a chance to save his distance or to run ahead of all but the leading horse at the finish, it being possible for the leading and rear horse to run a dead heat.

While dice have been described as the preferable means for determining the moves of the players in a game, a teetotum may be employed for the same purpose.

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

A game apparatus consisting of a representation of a race-track divided midway of its width by a longitudinal line and subdivided at regular intervals by transverse lines alternately varied as to length along portions of the track, the transverse lines on one side of the longitudinal line being designated by

terms of an arithmetical progression and those on the other side of said longitudinal line designated by numbers that fall between the terms of said progression, whereby a great
5 number of moves may be made on a comparatively short track, a series of movable objects, and suitable means for determining the movement of these objects on the track, substantially as set forth.

In testimony that I claim the foregoing I do have hereunto set my hand, at Milwaukee, in the county of Milwaukee and State of Wisconsin, in the presence of two witnesses.

JOSEF FICHTNER.

Witnesses:

N. E. OLIPHANT,
WM. KLUG.