



## 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, CLARENCE A. NEWCOMBE, a citizen of the United States of America, and a resident of Bay City, in the county of Bay and State of Michigan, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to games and the like, and particularly to an educational game in the playing of which the players will learn the geographical location of the different States, cities, mountains, rivers, etc.

One object of the invention is to provide an interesting educational game which can be easily and economically constructed, and which will be in the nature of an educational tour around the country.

A further object is to provide an educational game which can be played by a number of persons, and which is also in the nature of a contest to determine which player can cover the route in the least time.

The above and other objects will appear as the specification progresses, reference being had to the accompanying drawings in which like reference numerals indicate like parts throughout the several views thereof.

In the drawings:—

Fig. 1 is a view illustrating the game which is printed on a piece of heavy cardboard.

Fig. 2 is a transverse sectional view thereof.

Fig. 3 is a view of the playing box, and

Fig. 4 is an isometric view of the one of the playing blocks representing the vehicle.

Fig. 5 is an isometric view of another form of the playing blocks representing the vehicle.

The game can be played by two, three or four persons, and while in the present instance I have shown it as representing a tour of the United States, it will be readily understood that it can be designed to cover one or more of any foreign countries or States.

The map is usually printed on a piece of heavy cardboard 5, the main traveled highways being depressed as shown at 6, these highways are divided into certain predetermined areas or squares, certain squares having indicia printed thereon indicating

that an accident will happen should the player stop on a certain square, or that a side trip must be taken etc.

When playing the different players are provided with playing block 7 each one of which represents a well known make of automobile of which there are at least twenty or more, and each player is at liberty to choose which particular make he will use when playing.

A cylindrical box 8 also forms a part of the game and a playing cube 9 is adapted to be contained therein, this cube is marked with numbers similar to a die, and is used for the purpose of determining the number of squares a player can travel or move each time he casts the playing cube from the box, the numeral on the upper surface indicating the number of squares the player shall move. When starting the game each player selects the make of automobile in which they wish to make the trip, and places it on the square marked "Home" 1, 2, 3 or 4, as the case may be, this indicates the starting point, and each player must follow the squares out to the main traveled highway 6 turning to the right at all times until he has completed the journey and arrives back at the original starting point, and the player who makes the complete tour or circuit and is the first to reach the original starting point is adjudged to be the winner.

When the playing blocks have been placed on the board player No. 1 places the playing cube 9 in the box, shakes the box and casts the cube on the table. In starting each player must first shake the number 3 before moving and is accorded three consecutive shakes in which to do so, it is then passed to the next player who is starting from home No. 2 etc. After a player has turned up a three which starts him on his tour he is accorded but one shake in his regular turn and he can move exactly the number of squares as indicated on the upper surface of the cube, and should his move place him on a square marked "hit a cow", "broken axle", "stuck in the mud", "out of gas" or any of the other squares labelled as an accident which might befall an auto driver in making a tour, he must then shake again to determine the number of days he must remain for repairs or other unavoidable reasons, as an

example should the shake turn up the numeral two, the player will lose his shake two times, and it will be obvious that the other players will be moving while he is standing still.

There are also numerous side trips provided such as a trip to "The Salt Lake". "Visit to friend's home", etc., and should the result of any shake place a player's car on a square which indicates a sight seeing or side trip, that road must be followed to the end, and should any shake move the car on a square which is labelled "Friend's home" etc., it will indicate that the friend is at home and the player must then shake again to determine the number of days he is to remain and visit, but should the player shake a number in excess of the number required to bring him to the "Friend's home", it will indicate that the friend is not at home, or that he is not going to see the sights, he must however continue to the end of the road, and then return to the main traveled highway in the usual manner. In shaking to determine the number of days the player shall remain at any place, it is understood that three is the limit, and should a number in excess thereof turn up it will count but three, also should all of the players be held for accident or other cause at the same time, the player having the shortest time to serve will play accordingly, and the other players serving their time.

It will be noted that there is one square on the board marked "Car wrecked, home by train", and should any shake place a player's car on this square he is automatically

out of the game, and must again start from home.

On arriving home the player must shake the exact numeral which will place him on the starting point, for instance, if the player is two squares away from home he must shake a two, or should he shake a "one" he could move up one square, but he must then shake another "one" to bring him home. In the present illustration I have shown but an outline of the States comprising the United States of America, but in actual practise the rivers, mountains and other geographical data will be indicated, and the country may be marked off to indicate the nature of the business which predominates in certain sections.

From the foregoing description it will be obvious that I have perfected a new and highly interesting educational game.

What I claim is:—

A game apparatus comprising a board having a map on the face thereof, a plurality of starting points indicated thereon and connected by a depressed continuous roadway adapted to receive a cube, representing a vehicle, said roadway being divided into spaces; certain of said spaces having indicia printed thereon indicating a hazard or a stop over, branch roads leading from the main road and having indicia thereon indicating a friend's home on certain squares and means for determining the number of squares each player may move in proper turn or stopover at friend's home.

In testimony whereof I affix my signature.

CLARENCE A. NEWCOMBE.