

971,024.

S. E. CREASEY.
 GAME APPARATUS.
 APPLICATION FILED APR. 30, 1910.

Patented Sept. 27, 1910.

Fig. 1.

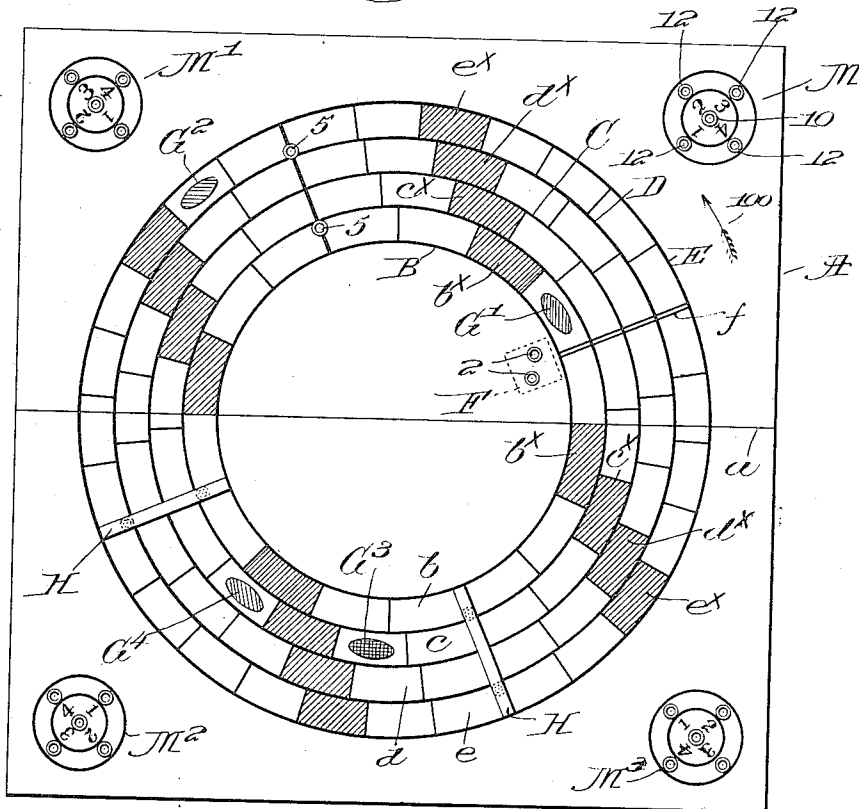
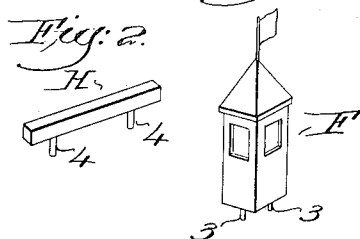


Fig. 3.



Witnesses,
 Edward H. Allen
 Joseph M. Ward.

In witness whereof,
 Samuel E. Creasey
 by Crosby Gregory,
 attys.

UNITED STATES PATENT OFFICE.

SAMUEL E. CREASEY, OF SANFORD, MAINE, ASSIGNOR OF ONE-HALF TO JOHN V. TUCKER, OF SANFORD, MAINE.

GAME APPARATUS.

971,024.

Specification of Letters Patent. Patented Sept. 27, 1910.

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To all whom it may concern:

Be it known that I, SAMUEL E. CREASEY, a citizen of the United States, and resident of Sanford, county of York, State of Maine, have invented an Improvement in Game Apparatus, of which the following description, in connection with the accompanying drawing, is a specification, like characters on the drawing representing like parts.

This invention has for its object the production of a game apparatus embodying various novel features, whereby interest and amusement will be combined with a very considerable amount of judgment and thought on the part of the players.

The apparatus is designed for playing a hurdle-racing game by means of a plurality of movable objects preferably simulating a horse and rider, the movement of the objects on the race-track being determined by suitable means, such as dice, the playing surface being laid out in a series of concentric circular paths each of which is subdivided into segmental sections.

A common starting and finishing line traverses the circular paths, and I have provided removable obstacles which I have designated hurdles, so arranged as to be placed in position across the paths at suitable intervals, and a judge's stand is also provided, removably mounted upon the board upon which the racing track is delineated.

Inasmuch as "the pole" or innermost position on the track is the most desirable position for one of the movable objects, because of the shorter distance to be traversed in completing the circuit of the track, I have made provision whereby under certain conditions a player can move his object from an outer path inward, toward the pole, or outward in order to pass by the movable object of an opponent.

The various novel features of my invention will be fully described in the subjoined specification and particularly pointed out in the following claims.

Figure 1 represents in plan the board of the game apparatus embodying my invention, two of the hurdles being shown in position; Fig. 2 is a perspective view of one of the removable hurdles; Fig. 3 is a like view of the judges' stand; Fig. 4 is a side

elevation of one of the movable objects such as I propose to use in the game; Fig. 5 is a side view of a tally-peg, to be referred to.

Referring to Fig. 1, A represents a rectangular board or base, which conveniently may be made in hinged sections to fold along the division line *a*, as is common in game apparatus of this general type, and herein I have shown the playing surface of the board as laid out in four concentric and adjacent circular paths B, C, D and E, constituting a circular race-track. These several paths are continuous, or closed, as shown, and each one is sub-divided into segmental sections *b, c, d, e*. Herein the innermost path B has 16 sub-divisions or sections, while path C has 20, path D 24, and the outer path E has 28 sections, and inasmuch as the advance of an object along one of the paths is for a distance of one, two or more sections it will be apparent that the choice position for a player's object is at the pole, or the innermost and shortest path B.

The starting line or "wire", which is also the finish line, is delineated by the radial double-line *f* which crosses all of the paths and is so arranged as to form a part of or coincide with the dividing line between two adjacent sections of each path, and at one end of the line *f* the board A is provided with apertures 2, to receive pins or lugs 3, Fig. 3, projecting from the bottom of the representation of the judges' stand F.

When playing the game the stand is set up to occupy the dotted line position indicated in Fig. 1 at the inner end of the starting line *f*.

A removable hurdle is shown in Fig. 2, comprising a straight bar H of wood or other suitable material, having depending pins 4 to enter apertures 5, 5, made in the board A and so located that the hurdle will be positioned in a radial direction to the several paths of the track and crossing all of such paths.

In Fig. 1 I have shown two hurdles in position, and the third is omitted to show the apertures 5, said hurdles when in place being arranged to coincide with division lines between adjacent sections of the several paths, and in the present instance the several hurdles and the starting line *f* are 90° apart, though this particular arrange-

ment may be varied and the number of hurdles may be changed without departing from the scope of my invention.

By making the judges' stand and hurdles to simulate corresponding accessories of an actual race-track the attractiveness of the game apparatus is enhanced, and their detachability enables the game board to be put up readily and conveniently when not in use.

The movable objects, one for each player, are preferably made as small horses each having a rider, as shown at G, Fig. 4, and mounted upon a flat base *g* so that the said objects will stand upright upon the board A during the progress of the game.

In order to provide for the movement of an object from one to another path of the race-track during the progress of the game I have arranged certain of the sub-divisions or sections of the paths to form what I term "cross-overs." A cross-over is formed by an overlapping series of sections, one in each path, in practice indicated by a different color on the board A and in Fig. 1 such sections are shaded, as at *b*^x, *c*^x, *d*^x, and *e*^x. I have shown a cross-over between each two hurdles, and between the starting line *f* and the first and last hurdle, respectively, but successive cross-overs are reversely arranged so that a playing object in its forward movement can, by one cross-over, be moved from an outer to an inner path and by the next succeeding cross-over such object can if desired be moved from an inner to an outer path. This will be made clear from Fig. 1 if it be understood that the forward movement of the playing objects is from the starting line in the direction of arrow 100.

Referring to the first cross-over it will be seen that section *c*^x is set ahead of section *b*^x, *d*^x is set ahead of *c*^x, and *e*^x is set ahead of *d*^x, so that an object traversing path B can by a diagonal move from *b*^x to *c*^x occupy path C, or by additional moves it can occupy either of paths D or E, the cross-over thus enabling the playing object to be moved outward from one to another path. Conversely, the moves of the object may be inward on a reversely arranged cross-over, as for instance that one between the last hurdle H and the finish line *f*, for an object traversing path E can be moved inward to anyone of the inner paths D, C or B as may be determined by the number of spaces or sections the player is entitled to move his object G ahead.

Each corner of the board A has a dial delineated thereon, as at M, M', M², M³, each dial having a central aperture 10 and four equi-distant apertures 12, each preferably indicated by the numerals from 1 to 4, said dials being used by the several players to indicate the number of laps of the track which have been traversed by his playing

object, a tally-pin or peg *m*^x, Fig. 5, being inserted in the appropriate aperture of the players' dial.

The game is played with the apparatus thus described, and the progress of the object G of each player is determined by dice, each player having one of the playing objects and two dice, and in practice the several playing objects will be distinguished from each other in any suitable manner, as by different colors for the riders. In Fig. 1 the playing objects G', G², G³ and G⁴ are indicated as having the colors red, blue, black and green, respectively.

Herein the dials M, M', etc., are arranged for indicating four laps of the race-track, the player putting his tally-peg *m*^x in the No. 1 aperture when his movable object has completed the first lap, and in No. 4 aperture when four laps have been completed, the first one to complete the four laps winning the game. Until the first lap is completed the player keeps his tally-peg in the central aperture 10 of his dial.

The apparatus being set up in readiness the several players throw their dice for choice of position at the start, the highest total of spots on the two dice thrown by any of the players entitles him to the pole, and his movable object G will be placed on the inner path B in the section *b* thereof adjacent the starting line *f*. The next highest throw takes the path C, and in a similar manner the other two players take paths D and E.

To start the race the player having the pole "horse" makes the first throw of the dice, the players at the right following in succession.

The spots on either of the two dice determine the number of sections or spaces which may be traversed by the object G of that player. If a player throws double he is entitled to another throw.

The player can move his playing object G to jump a hurdle when the number of spots turned up by either of the two dice will advance the object to a space or section beyond and immediately adjacent the hurdle. For example, if the player having the pole throws a five he can move the object G', Fig. 1, to the section of path B directly beyond the first hurdle, retaining the pole. Should the player throw a six he can still jump the hurdle by moving the object G' forward two spaces or sections on path B, to the section *b*^x of the first cross-over, then enter path C by the section *c*^x and advance three spaces along such path C, just clearing the hurdle, but by so doing he loses the pole, as the object G' has crossed over to the path C.

A player having the outer path may come in to the pole by using a reversed cross-over. For example, suppose the object G² is located in path E and the player throws a six,

then he can move said object G^2 from the outer to the inner path along the four shaded sections denoting the cross-over, and ahead two spaces in path B, which will just clear the second hurdle and at the same time place the object G^2 at the pole.

When two or more playing objects occupy the same path the rear object, or objects, cannot proceed and pass the first object unless in a position to utilize a cross-over in an inward or outward direction, and advantageous to the player whose object is in the rear. For example, the objects G^3 and G^4 , Fig. 1, are on the same path C, and the latter object cannot pass the object G^3 and proceed along path C, but the player of object G^4 , if he throws a four can utilize the adjacent cross-over and progress to the section or space in path D immediately in front of the third hurdle.

If the player throws a five or a six he can jump the third hurdle and place his object G^4 in path D or E, accordingly, but by so doing he loses his better position nearer the pole and must take his chances of getting back again by a subsequent throw.

Instead of utilizing his throw the player of the object G^4 can refuse to advance, preferring to keep his position nearer the pole, but he must wait until the object G^3 has advanced.

In Fig. 1 the first shaded portion or cross-over shows that the object may turn out and yet progress, and the second cross-over shows the mode of turning in while progressing.

According to the rules of the game no player is permitted to move his object backward.

When one of the objects has made a complete circuit of the track, crossing the line f , the player thereof pegs No. 1 of his dial, and so on for each succeeding lap, until the four numbers have been pegged, finishing the race, the player who pegs out first winning the game.

To win on the last lap the throw of the player must be exactly the number of sections or spaces between the object and the finish line f .

It will be apparent from the foregoing description that while the moves are indicated by the throw of the dice the player has every opportunity to display much thought and judgment as to the best course to be pursued, whether to progress more at the cost of getting away from the pole or to retain the better position with less forward progress, the choice afforded by the spots on the two dice thrown giving much wider range for the display of skill on the part of the player.

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

1. A game apparatus comprising a board

provided with a plurality of concentric and adjacent circular paths constituting a track, each path being divided into a number of sections or spaces, a common starting line crossing the several paths, a plurality of hurdles crossing the paths, cross-overs leading from the inner to the outer path, and other cross-overs leading from the outer to the inner path, each cross-over comprising a distinctive section of each path traversed and successive distinctive sections overlapping.

2. A game apparatus comprising a board provided with a plurality of concentric and adjacent circular paths constituting a track, each path being divided into segmental sections, the number of sections of one path differing from the number of sections in an adjacent path, cross-overs between the inner and the outer of said paths, comprising distinctive and adjacent sections in successive paths, each of such sections overlapping the corresponding section of the next path, and a plurality of movable objects each having distinguishing means for indicating ownership thereof.

3. A game apparatus comprising a board provided with a plurality of concentric and adjacent circular paths constituting a track, each path being divided into a number of sections or spaces, a common starting line crossing the several paths, a plurality of hurdles detachably mounted on the board and crossing the concentric paths at intervals, and cross-overs from one to another path comprising distinctively colored sections in adjacent paths and overlapping each other, to indicate the course to be taken by moving objects when passing from one to another of the paths.

4. A game apparatus comprising a board provided with a plurality of concentric and adjacent circular paths constituting a track, each path being divided into a number of sections or spaces, a common starting line crossing the several paths, said board being provided with sets of apertures located in lines radial to and crossing the paths, detachable hurdles having depending pins to enter such apertures and thereby position the hurdles, and diagonally-arranged and distinctively colored series of spaces in adjacent paths constituting cross-overs to indicate the course to be traversed by moving objects when passing from one to another of the circular paths.

5. A game apparatus comprising a board provided with a plurality of concentric and adjacent circular paths constituting a track, each path being divided into a number of sections or spaces, a common starting line crossing the several paths, a plurality of detachable hurdles adapted to be mounted on the board to cross the paths at intervals, a detachable judges' stand adapted to be

mounted on the board at one end of the starting line, and cross-overs traversing the paths between the hurdles to indicate the course to be taken by moving objects when passing from one to another path.

6. A game apparatus comprising a board provided with a plurality of concentric and adjacent circular paths constituting a track, each path being divided into segmental sections, the number of sections of one path differing from the number of sections in an adjacent path, a radial line crossing said paths and constituting the start and finish of the course of a moving object along the track, a plurality of hurdles crossing the paths at intervals, and cross-overs traversing the paths between the hurdles to indicate the course to be taken by moving objects when passing from one to another path, some of the cross-overs leading from the outer path inward and others leading from the inner path outward.

7. A game apparatus comprising a board provided with a plurality of adjacent and continuous paths constituting a track and divided into a number of sections, the number of sections in one path differing from the number of sections in an adjacent track, a plurality of hurdles crossing the track and substantially coinciding with division lines between adjacent sections of each path, and cross-overs comprising distinctive sections

of adjacent paths, successive sections overlapping and forming a diagonal passage between the outer and inner paths to indicate the course to be traversed by moving objects when passing from one to another of the paths.

8. A game apparatus comprising a rectangular board provided with a continuous track comprising a plurality of adjacent paths each divided into a number of sections, a plurality of hurdles crossing the track at intervals, cross-overs between the hurdles and leading from the inner to the outer path, and from the outer path to the inner one, to indicate the course to be taken by moving objects when passing from one to another path of the track, a dial on the board, at each corner thereof, each dial having a central aperture and a series of circularly arranged apertures, a counting peg adapted to be inserted in any of such apertures, and a plurality of movable objects to traverse the paths of the track and each having means to distinguish it from its fellows.

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

SAMUEL E. CREASEY.

Witnesses:

ALBERT W. HUNT,
JOHN V. TUCKER.