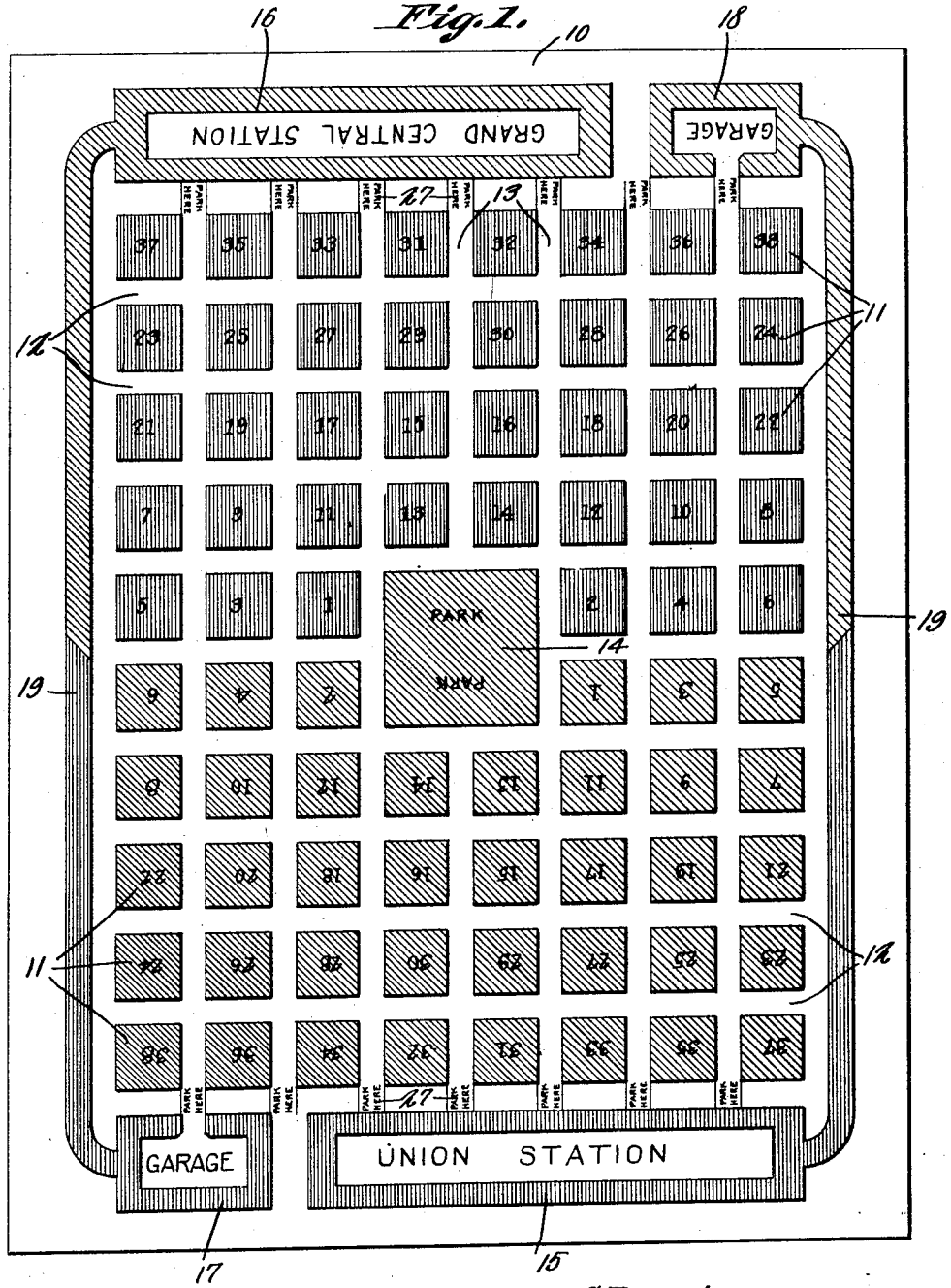
June 30, 1925. 1,544,515

G. BRANNING

GAME

Filed May 28, 1924 2 Sheets-Sheet 1

Fig. 1.



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Filed May 28, 1924 2 Sheets-Sheet 2

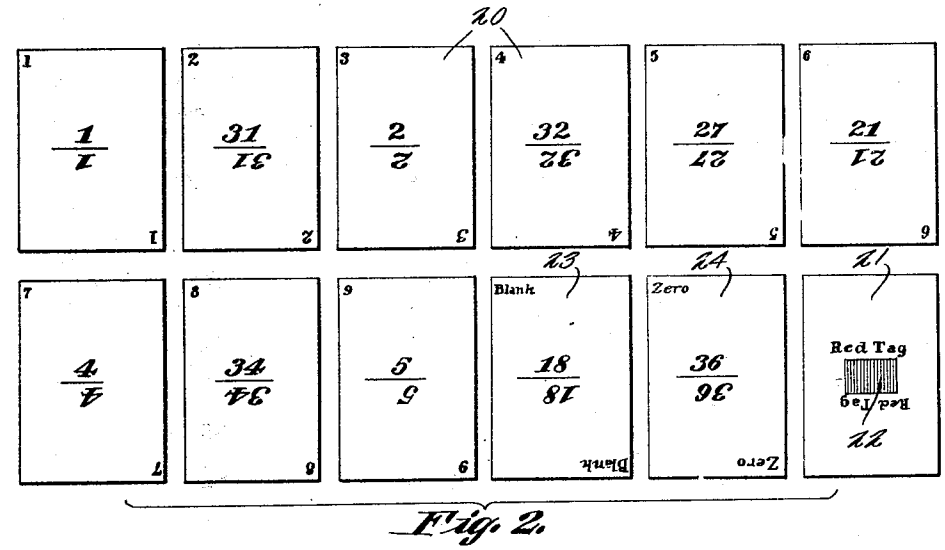


Fig. 2.

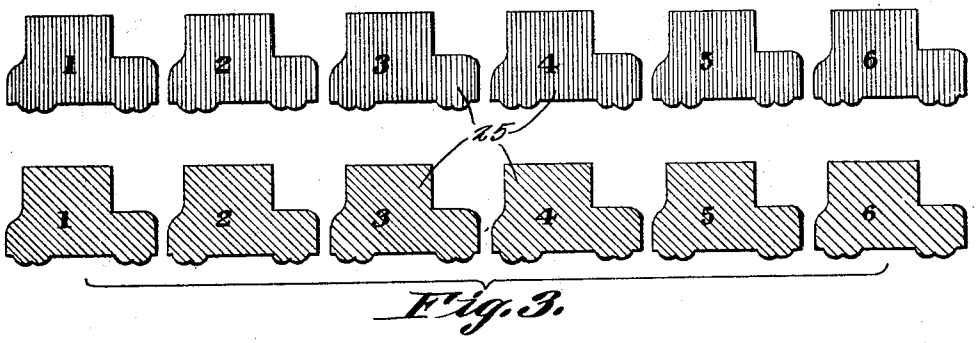


Fig. 3.

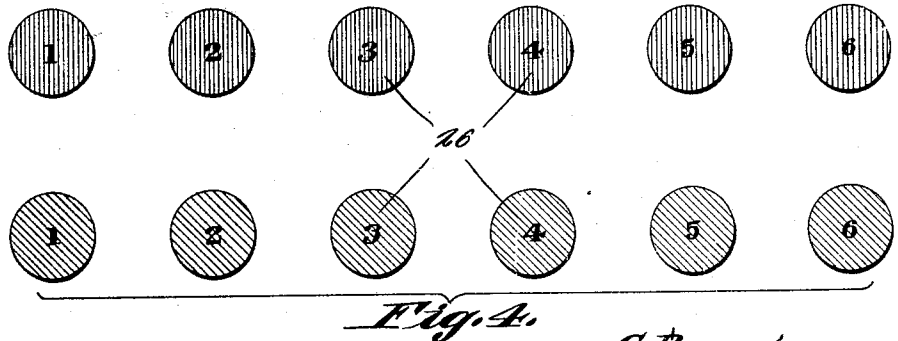


Fig. 4.

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UNITED STATES PATENT OFFICE.

GEORGE BRANNING, OF ROSS TOWNSHIP, ALLEGHENY COUNTY, PENNSYLVANIA, ASSIGNOR TO NELLIE BRANNING, OF PITTSBURGH, PENNSYLVANIA.

GAME.

Application filed May 28, 1924. Serial No. 716,504.

To all whom it may concern:

Be it known that I, GEORGE BRANNING, a citizen of the United States, residing at Ross Township, in the county of Allegheny and State of Pennsylvania, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to amusement devices, particularly to games, and has for its object the provision of a novel game designed to represent the passage of taxicabs of rival concerns through the traffic, the game apparatus including a board inscribed with a playing surface and having movable thereover a plurality of movable pieces representing taxicabs or other vehicles, as preferred, other markers being employed for designating the destinations as determined by drawing number-bearing cards, a pack of which form part of the equipment.

An important object is the provision of a game of this character which will be fascinating, particularly to the young, and which will be not only simple and inexpensive to manufacture, easy to play, and a general improvement in the art.

With the above and other objects and advantages in view, the invention consists in the combination and arrangement of parts to be hereinafter more fully described and claimed and illustrated in the accompanying drawings, in which:

Figure 1 is a plan view of the playing board.

Figure 2 is a view showing a plurality of the cards employed.

Figure 3 is a view illustrating the movable taxicabs.

Figure 4 is an elevation of the various destination markers.

Referring more particularly to the drawings, I have shown the game as including a board or the like 10 having a playing surface inscribed to define a plurality of blocks 11 representing squares in a city, which blocks may be variously colored and grouped in any desired manner. The rows and columns of blocks are divided by intersecting area strips 12 and 13 representing city streets. At the center may be provided, though not necessarily, the representation of a park 14. At opposite ends of the board are feature points 15 and 16 which, in the present instance, are distinguished by bearing legends "Union Station" and "Grand Central Station", which points or areas are located at the ends of the longitudinal streets 13. At the sides of these stations are the representations of garages 17 and 18 belonging supposedly to the rival concerns to whom belong the taxicabs engaged in the game. For the sake of convenience I have illustrated thoroughfares or the like 19 at opposite sides of the board leading from each garage to the station at the opposite end of the board. While the above elements, areas, streets and other arrangements are shown in the drawings and described in more or less detail, it is obvious that many changes may be made in the specific arrangement without in any way departing from the nature of the game. Any desired color arrangements and groupings may be employed to suit the taste or discretion of the individual manufacturer, and it is obvious that the mechanical construction of the board and its playing surface may be such as preferred.

The different squares 11 are all numbered, as indicated, or in any other desired manner and are intended to represent destinations of various taxicabs making certain specified trips. I have shown seventy-six of these blocks or squares, one-half being shaded to represent red and the other hand to represent green, and the blocks in each half are numbered from 1 to 38 inclusive.

In connection with this board I make use of a pack of cards illustrated in Figure 2, which cards are preferably forty-two in number. Some of the cards 38, in fact, indicated by the numeral 20 are inscribed at their centers with large numerals ranging from 1 to 38, while the other cards 21 have a red spot or tag 22 at their centers. Certain of the cards 23 are inscribed at their corners with the legend "Blank" and one or more 24 may be inscribed similarly with the legend "Zero". At their corners the cards 20 are inscribed with numerals beginning with 1 and ranging upwardly, which numerals are preferably printed smaller than the central numerals and which indicate the number of squares to be made at a single move, the large numbers referring to the squares 11 as destinations.

The pieces 25 which are to be moved upon

the board are formed to represent taxicabs or other vehicles and there are two sets, one say of green and the other of red, and numbered 1 to 6, inclusive, which taxicabs belong to the rival concerns or players.

There are also two sets of markers 26, likewise colored for instance red and green or to correspond with any other colors preferred for the various squares, and these markers are correspondingly numbered from 1 to 6 to agree with the numbers of the taxicabs.

Referring again to the board, it will be noted that at the ends of the longitudinal streets 13, or at points where they extend to the station or garage, are the legends "Park here", and these points indicate the starting points for the taxicabs.

A convenient set of rules for the playing of the game may be drawn up as follows:

Two players are necessary, one occupying a position at the "Grand Central Station" and using green cabs, and the other occupying a position at "Union Station" and using red cabs. The cabs 25 are placed at the "Park here" space 27, in numerical order, with cab No. 1 in the space adjacent the garage 17. The cards 20, 21, 23 and 24, are then shuffled and placed face downwardly on the table, and the players draw alternately until six cards are drawn. Let it be assumed with the player with green cabs takes the lead. The numbers in large type in the center of the cards indicate the destinations of the cabs.

To illustrate, should a player draw a card with the number 33 in its center, block 33 on the board is the destination of cab No. 1. Marker No. 1 is then placed on block No. 33, or whatever block corresponds to the number drawn. The number on the second card drawn by the same player indicates the destination of cab No. 2 and marker No. 2 should be correspondingly placed. This is continued until each player has drawn six numbers, and the markers are all placed in accordance with the numbers indicated by the numbers in the center of the cards. Should a "Red tag" be drawn at this stage of the game, it should be disregarded and another card drawn in its place. After the above drawing, the cards drawn are placed at the bottom of the pack and the players draw again alternately to determine the number of moves that a cab can make, as indicated by the small numbers in the corners of the cards, from 1 to 10 indicating the number of squares that a cab can be moved in one turn or play. It is optional with the player which cab he moves first. Should a "Blank" or "Zero" card be drawn, the player drawing same cannot move his cab until the next time he draws a number.

When a player, after the very beginning, draws a card bearing the "Red tag" he sends one of his opponent's cabs, preferably the one nearest its destination, back to the garage, where it must remain until said opponent draws a card bearing the number 9. When a 9 is drawn by the one whose cab is in the garage, the cab may be removed and placed on the "Park here" space adjacent the garage, unless said space is already occupied by another of the player's cabs, in which case the cab remains in the garage and the cab blocking this space is moved nine squares. When the player then draws another No. 9, the cab is released from the garage as explained above and must go to the destination originally determined.

The traffic rules prohibit taxicabs from turning corners to the left as all traffic must turn to the right. To arrive at a point or destination to the left therefore requires detouring to the right around two or more blocks. The player violating this traffic regulation must place the cab turned to the left in his garage, from which it cannot be withdrawn until he draws a No. 7, whereupon the cab may be released and placed in any available "Park here" space so as to start all over for the destination first determined. The player who first succeeds in getting all of his cabs to their destinations wins the game. If desired, the game may be prolonged by returning the cabs to their original positions move by move.

While I have shown and described the preferred embodiment of my invention, it is of course to be understood that I reserve the right to make such changes in the form, construction and arrangement of parts as will not depart from the spirit of the invention or the scope of the subjoined claims.

I claim:

1. A game including a board having a playing surface provided with starting stations and inscribed to represent intersecting city streets defining blocks, the blocks being numbered and arranged in contrasting groups with corresponding numbers in each group, in combination with playing pieces adapted to be shifted to the blocks, a variable number at a time, and means operable by the players for determining the destinations of the playing pieces and their moves.

2. A game including a board having a playing surface provided with starting stations and inscribed to represent intersecting city streets, defining blocks, the blocks being numbered and arranged in contrasting groups with corresponding numbers in each group, in combination with playing pieces adapted to be shifted over the playing surface and brought to rest upon the blocks, and a pack of numbered cards for fortuitously determining the blocks constituting destinations for the pieces.

3. A game board having a playing surface

inscribed with starting positions and further inscribed with intersecting lines representing city streets and defining city blocks, the blocks being arranged in groups with one group distinguished from the other, the blocks in each group being correspondingly numbered, pieces movable onto the blocks, means for fortuitously determining certain blocks to constitute destinations for the pieces, and means for marking said destinations.

In testimony whereof I affix my signature.

GEORGE BRANNING.