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HORSE RACE GAME

Filed April 20, 1928

PRINCE TII	HARMONY
SUN CARLOS	FRANK MAC
MILTON	SCOTLAND
ESTHER	YOU GO
EVELYN B.	KIYI
MATILDA B.	GOLDEN GLEN
GOV. SETH	BEAUTY
CHERRY LANE	LITTLE BOY
LILLIAN L.	ALTO

10

12

11

Fig. 1.

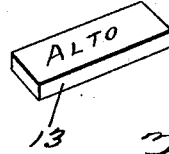


Fig. 2.



Fig. 3.



Fig. 4.

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HORSE-RACE GAME.

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The present invention relates to horse race games and has for its main object the provision of a game wherein several players may take part.

Another object of the invention is the provision of a game to include a board containing a number of spaces bearing names of horses, and an equal number of blocks, each bearing a corresponding name of the horse, the object of the play being to get rid in the quickest time of the blocks in the possession of each respective player.

Another object of the present invention is the provision of a game of the character indicated which could be played with the assistance of three cubic dice containing suitable designations for informing the player as to the disposition of the horse blocks in his possession or of those on the board.

With the above general objects in view and others that will appear as the nature of the invention is better understood, the same consists in the novel construction, combination and arrangement of parts hereinafter more fully described, illustrated in the accompanying drawing and pointed out in the appended claims.

In the drawing forming part of this application, and in which like designating characters refer to corresponding parts throughout the several views,

Fig. 1 is a top plan view of the board constituting an integral part of the game;

Fig. 2 is a perspective view of one of the blocks used in connection with the game;

Fig. 3 is the perspective view of a die used in connection with the game; and

Fig. 4 is a similar view of the die showing the same from a different angle.

Referring in detail to the drawing there is shown therein the game board generally indicated by numeral 10, being divided into a number of rectangles 11, each bearing an inscription of the name of a horse, as at 12.

The device further includes a number of rectangular blocks 13, corresponding to the number of rectangles 11 upon the board 10. Each of said blocks corresponds in size to the rectangles 11 and each bears upon its face the inscription of the respective name in said rectangle 11. The rectangular block 13, shown on Fig. 2, bears the name of "Alto" corresponding to the same name upon the board 10, it being understood that each of said rectangles 11 with its respective horse name has

a corresponding block 13 with the same name.

The game further includes three dice, one of which, indicated by 14 is shown on Figs. 3 and 4, and each of said dice has three faces marked with letter "O", meaning "out", while the remaining three faces of each of said dice bear letter "I", standing for "in", for the purposes hereinafter specified. So that the three respective faces of each of said dice may be easily distinguished in addition to the above stated letter designation, the faces marked with the letter "O" may be painted red, while the remaining faces, those bearing letter "I", may be painted green. It is understood that three dice as the one shown in the drawing and hereinabove described should be used in connection with the game.

The mode of playing the game is as follows: The number of blocks 13 is divided between the players in equal parts. The player who receives in his allotment block marked with the name "Prince Tii" starts the game by shaking and throwing three dice 14. Since there are three dice, each having indications "O" upon their three faces and indications "I" upon the remaining three faces, on throwing said dice two of them will show on their upper horizontal faces letter "I" each and one will show letter "O". Another possible variation would be for two dice to show letter "O" and one letter "I". In the first instance the player would take anyone of his allotted blocks 13 and place the same in the proper rectangle 11 upon which is written the name of the horse corresponding with the name upon the given block 13. Thereupon the first player passes the dice to the player to the right who also shakes and throws the dice. Suppose the dice are thrown in a manner where two of them show letter "O" and one letter "I" as hereinabove stated, then that player takes anyone of the blocks already remaining upon board 10. Briefly, when the two dice show letter "O" the player takes one block 13 away from the board, regardless as to who put that block upon the same, and when two of the dice show letter "I" the player throwing the dice in such a manner puts one of his blocks 13 upon the given rectangle 11 upon board 10. The game progresses until one of the players has disposed of all of his blocks 13, and that player is declared the winner. If previously agreed upon, the game may progress further until all of the players have disposed of their blocks 13 and

only one player remains with any given number of blocks. In that latter case, where all the players have disposed of their respective blocks, but one of them still has a certain amount of blocks 13 the latter player will be the loser.

It is understood that other suitable rules may be made and followed without in any way requiring the alteration of mechanical parts of the game, and the rules hereinabove described are merely for the purpose of illustration.

It is understood that board 10 may have an unlimited number of rectangles 11, and a similar number of blocks 13.

While there is described herein a preferred embodiment of the present invention, it is nevertheless to be understood that minor changes may be made therein without departing from the spirit and scope of the invention as claimed.

What I claim as new is:

1. A game of the character described comprising said board, said board being divided into a number of spaces, a number of blocks

corresponding to the number of said spaces upon said board, said blocks being adapted to be either positioned in said spaces upon said board or taken therefrom, and means whereby the player may be apprised whether to place the block upon the board or take one from the board.

2. A game of the character described comprising a board, said board being divided into a number of spaces, a number of blocks corresponding to the number of said spaces upon said board, said blocks and said spaces having distinguishing marks, said blocks being adapted to be either positioned in said spaces upon said board or taken away therefrom, and a plurality of dice, three faces of each of said dice being distinguished from the other three faces of each of said dice, for the purpose of apprising the player whether to place said block upon one of said spaces or to take a block from one of said spaces.

In testimony whereof I affix my signature.

JOHN BARTHEL.