

Game Board.

N^o 53,561.

Patented Apr. 3, 1866.

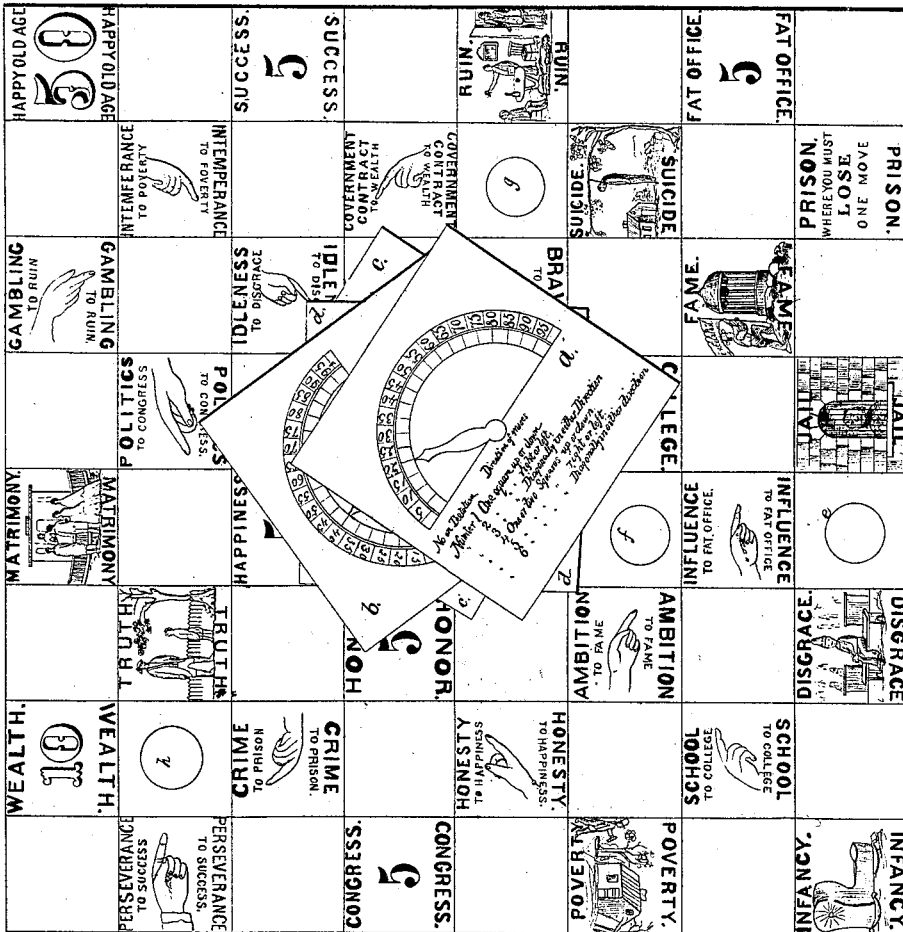



Fig. 1.

Fig. 2.



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MILTON BRADLEY, OF SPRINGFIELD, MASSACHUSETTS.

SOCIAL GAME.

Specification forming part of Letters Patent No. **53,561**, dated April 3, 1866; antedated March 30, 1866.

To all whom it may concern:

Be it known that I, MILTON BRADLEY, of Springfield, in the county of Hampden and Commonwealth of Massachusetts, have invented a new Social Game; and I do hereby declare that the following is a full, clear, and exact description thereof, reference being had to the accompanying drawings, making a part of this specification.

The subject of this invention is a game peculiarly adapted to the home-circle from the fact that it can be played by two or more players, as the company may be, and also is susceptible of being so arranged as to impart useful and instructive facts, or to impress moral truths upon the minds of those engaged in the play. The game, as here arranged, is called the "checkered game of life," and, in addition to the amusement and excitement of the game, it is intended to forcibly impress upon the minds of youth the great moral principles of virtue and vice.

I will first describe the manner of playing this game.

In the drawings, Figure 1 is the board on which the game is played; and Fig. 2 is a teetotum, for which a die could as well be substituted.

In Fig. 1, *a b c d* are four record-dials, introduced to facilitate the scoring of the game. *e f g h* are four differently-colored counters or men, one belonging to each of four players, supposed to be playing the game.

The game is arranged for four players, although it may be played with equal interest by more or less. The player having the first move twirls the teetotum, and the number remaining uppermost when the teetotum stops indicates what his move shall be, according to the description of moves on the record-dials. He accordingly enters his counter at "Infancy," and from there makes his first move immediately. This leaves the square "Infancy" vacant for the next player to the left, who now twirls the teetotum, and, entering at "Infancy," makes the move designated. Thus each player in turn twirls the teetotum and moves accordingly.

When a counter is moved to a square having a hand on it, directions will be found on that square carrying it to another, the position of which on the board is indicated by the

index or hand pointing to it. Thus, a counter can never stop on a square having a hand on it.

If a player has a move that takes his counter to a square occupied by another counter, the first occupant must go to "Jail"—*i. e.*, the counter taken up must be set back to "Jail," from which to take a new start.

As will be seen, the most valuable squares are on the upper half of the board, the two highest being in the upper row. Consequently, it is a loss to be thrown back toward "Infancy." If a player moves into "Prison," under any circumstances, he must lose one move. Whoever moves to "Suicide" is thrown out of the game, leaving it to be contested by the remaining players, if more than two are playing. Any player who moves onto a square containing a number gains so many toward the game.

The account of the game is very conveniently kept on the record-dial by the rotary brass pointer. Thus, when a player moves onto a square containing five, turn the pointer to 5, and if onto another containing ten, to 15, and so on. Any player who reaches "Happy old age" gains fifty, which is added to his amount; but as the winner must gain one hundred, the game is not concluded until some one has obtained that amount.

As "Happy old age" is surrounded by many difficulties, fifty may oftentimes be gained as soon by a succession of smaller numbers as by striving for "Happy old age."

As the player, when in the center of the board, oftentimes has the choice of several different moves, the game becomes very interesting, the more so from the fact that the chance of the die is so connected with the frequent choice of moves involving the exercise of judgment that it is adapted to interest every class, from youth to age.

Now, having fully described the arrangement and construction of my invention, what I claim as new, and desire to secure by Letters Patent, is—

As an article of manufacture, the social game, substantially as herein set forth.

MILTON BRADLEY.

Witnesses:

LEWIS BRADLEY,
J. B. GARDINER.