

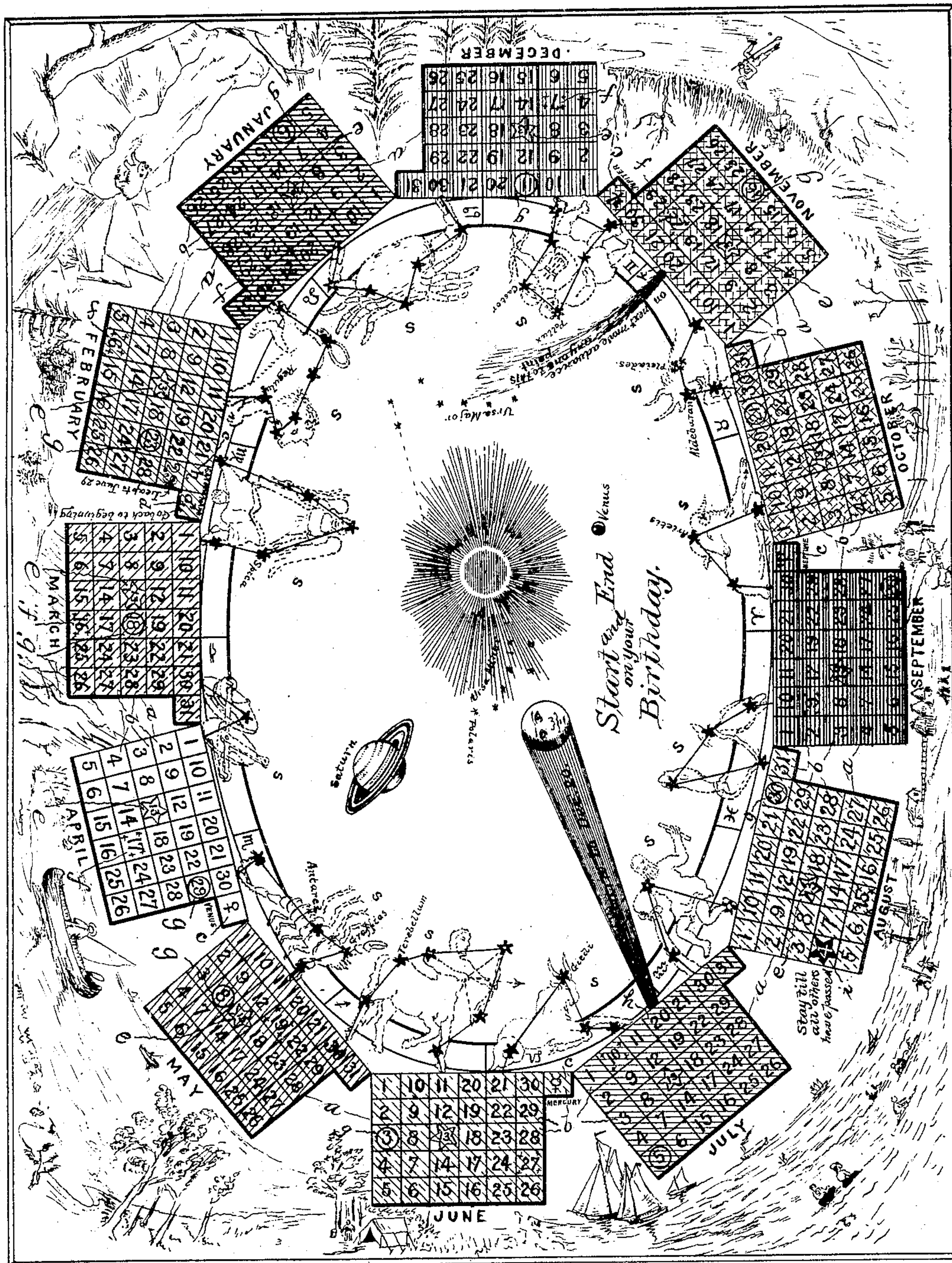
No. 836,878.

PATENTED NOV. 27, 1906.

H. GUILLAUME.  
GAME.

APPLICATION FILED MAR. 22, 1906.

2 SHEETS—SHEET 1.



Witnesses.

Harry L. Armet.

B. Sommer.

Fig. 1.

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by Lawrence J. [Signature] atty.



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2 SHEETS—SHEET 2.

Fig. 3.

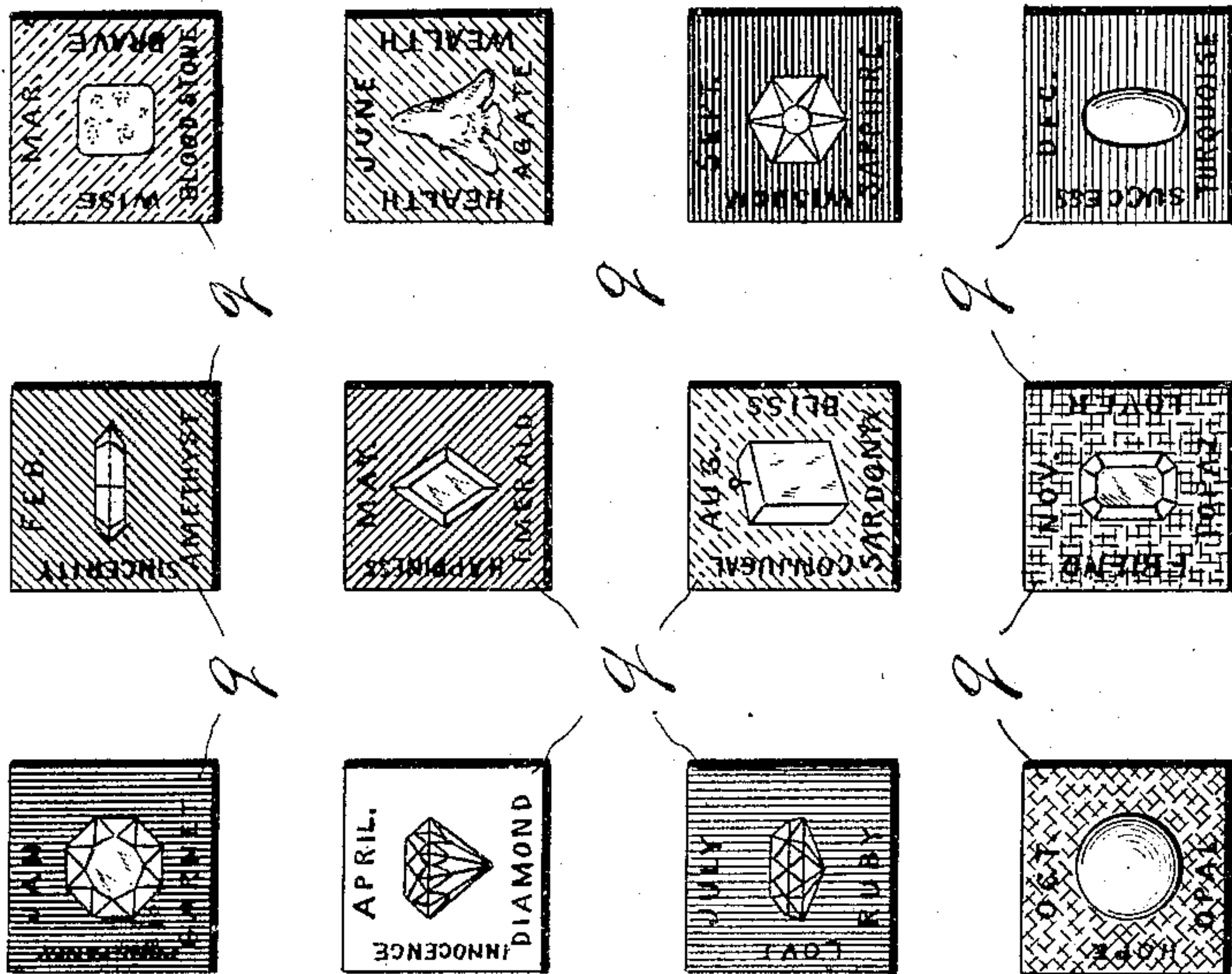
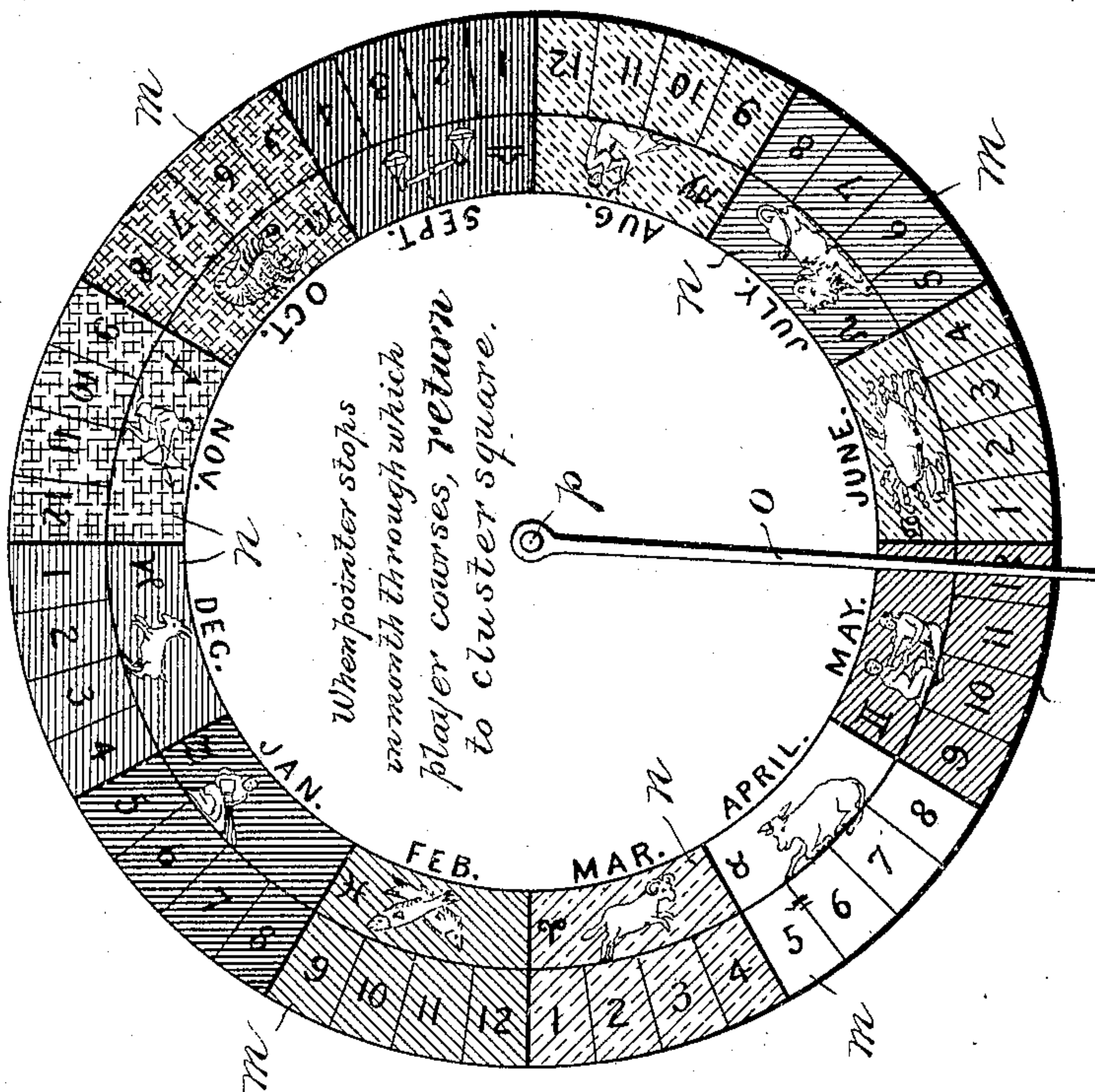


Fig. 2.



Witnesses.

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# UNITED STATES PATENT OFFICE.

HENRI GUILLAUME, OF WASHINGTON, DISTRICT OF COLUMBIA.

## GAME.

No. 836,878.

Specification of Letters Patent.

Patented Nov. 27, 1906.

Application filed March 22, 1906. Serial No. 307,421.

*To all whom it may concern:*

Be it known that I, HENRI GUILLAUME, a citizen of the United States of America, and a resident of Washington, in the District of Columbia, have invented certain new and useful Improvements in Games; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to letters of reference marked thereon, which form a part of this specification.

My invention relates to games, and more particularly to that class of games in which a game-board is used around which a marker for each player is progressed a number of steps in accordance with a chance indication of a top or dice, but preferably in accordance with a pointer spun around a dial having main divisions relative to the course over which the markers are to be played; and it has for its object to produce a game-board in which each player may start at a different point, the course being divided into main and sub fields, with a given number of subfields in each main field to indicate plays out of the ordinary regular progression and some of the main fields containing subfields for accidental moves differing from any of the others, as will be hereinafter more fully described and claimed.

Referring to the drawings, in which like parts are similarly designated, Figure 1 is a view of the board. Fig. 2 is a view of the play-indicating dial. Fig. 3 is a view of the markers for the players.

Referring to Fig. 1, the board represents the ecliptic divided into its twelve divisions in accordance with the signs of the zodiac, each division represented by a main field *a*, placed in proper relation to the zodiac and respectively representing the months. Each main field is divided into thirty-one subfields or divisions *b*, consecutively numbered in accordance with the number of days in the respective months, and those months not containing thirty-one days have the remaining subfields *c* differently indicated, as by signs of the planets, to indicate a retrogression of a definite number of points or moves. One of the months, February, contains two unnumbered subfields, both containing signs of the planets, the last one, *d*, requiring player to return to his starting-point and indicating

an accidental play and not common to any of the other main fields. In each of the main fields there are one or more of the numbered subfields differently indicated, as at *e*, *f*, and *g*, such like signs indicating the same plays for all the main fields, and the number of moves between like subfields *e* is preferably the same—i. e., they regularly recur—while the number of moves between the like subfields *f* and *g* are preferably not the same—i. e., they irregularly recur. In some of the main fields there is a numbered subfield *h*, *i*, and *k*, occurring, preferably, but not necessarily, in the months of July, August, and November, indicating plays different from any others and which may be termed “accidental” plays. Now the constellations of the zodiac for the respective months that extend over an angle of thirty degrees are shown in proper relation to the months—i. e., they extend from the 20th of one month to the 21st of the next—and I have used the figures *s* representing the constellations of the zodiac as connecting marginal subfields of adjacent main fields. The principal stars in such constellations, preferably but not necessarily less than the number of moves between the subfields of the two connected main fields, represent play-points, so that when the course is indicated through a constellation it will contain a less number moves than the regular progression from one numbered subfield to the connected numbered subfield in the next adjacent main field.

I preferably use in connection with the game-board a dial, Fig. 2, divided into quadrants *l*, corresponding to the four seasons, and each quadrant divided into twelve consecutively-numbered sectors *m*, and the sectors *m* arranged in groups *n* of four, corresponding to the respective months. The pointer *o* is mounted loosely on the central pin *p* or in any other manner, so that when the pointer is spun around it will come to rest over one of the numbered sectors *m* of a group *n* in a quadrant *o*.

I prefer to use as markers or “men” the pawns *q*, colored to correspond to the colors of the main fields *a*, one pawn for each main field and player, said pawns bearing the representation and name of the birth-stone for the month and the descriptive word or words relative to the birth-stone for the particular month. Thus the pawn *q* for January is colored garnet to correspond to the color of the main field *a* on the board for January, Fig. 1,



and contains the words "Garnet," "January," and "Constancy," as well as the representation of the gem. The coincident coloring of pawns and main fields, as well as the gems and descriptive word on the pawns, enables the player when starting to immediately find his starting main field, and the date of his birth fixes the starting and end subfield.

In the center of the ecliptic on the game-board I place suitable pictorial representations and prefer to decorate it with representations of the constellations or any other celestial bodies, and the border may have any desired pictorial designs.

Having now described the structure of my game, I will proceed to indicate the manner of playing it.

Each player selects a pawn *q* corresponding to the month in which he was born and places it on the numbered subfield *b* in the main field *a* that corresponds to the anniversary of his birth, disregarding any accidental or extraordinary play indications—such as *e*, *f*, *g*, *h*, *i*, and *k*—the players determining among themselves their order of playing. The person having the first play, let us suppose, was born November 20. He places his pawn, having the same color as the main field for November, on the square "20," disregarding the special indication for that square, and spins the indicator, and, say, for example, it stops at one of the sectors numbered "2" on the dial, the player then moves two squares to the one numbered "22," having the extraordinary play-mark *f* irregularly recurring in the main fields, and loses a go or move. Let us suppose the next move indicated by the dial is "4," and player moves to the square numbered "26" in November, and the next play of five points will bring player on a planet sign or field *c*, requiring a retrograde of a definite number of moves, and this definite number I have fixed as thirty, so as to place player's pawn *q* at the first of the month preceding the sign. Should player rest in a subfield *t*, being number "30" in November, his next move will be through a constellation *s* to the subfield connected thereby in the next main field, that is "7," indicated by the dial, and bring the player to the subfield number "10" in December less than the number of successive subfields between these two points. In like manner with the other constellations *s* the number of stars as play-points in a constellation may be varied to suit the taste of the publisher of the game. These are the more frequent plays or moves in the game. Now suppose that the pointer indicates one of the four numbered sectors *m* in December—say "4"—the same month through which the player is passing. He returns or retrogrades to the sign *f* preceding his position and loses a go—*i. e.*, returns to the numbered subfield "22" in November. Should player's move end at a

subfield numbered "13," regularly recurring and containing the sign *e*, it signifies an advance to the first of the next month or main field *a*. When the player rests at the accidental point *k*, he can advance any one of the players he may select to this point. If a player should stop at subfield "29" in February, he must return to his starting-point—*i. e.*, the day and month on which he was born—while if the player stops at *h* he advances or retrogrades to December 20. If player stops at *i*, he must stay there until all the other players have passed him. Thus it will be seen that each of the three hundred and sixty-six numbered subdivisions marks the start and finish of the game, and each player's pawn, no matter where he starts, will travel around the same course, and the first player to reach his starting-point will win the game.

I claim—

1. A game-board divided into a number of main fields connected end to end to form a closed course and the main fields corresponding to the months in a year, the main fields divided into equal numbers of subfields arranged in succession and all the subfields together forming a continuous closed course and numbered according to the number of days in the respective months, each numbered subfield a starting and ending point in the course.
2. A game-board divided into a plurality of differently-colored main fields, corresponding to the number of months in a year and forming a closed course, the main fields divided into equal numbers of subfields arranged in succession, one of the subfields regularly recurring in each main field to indicate a play other than a regular progression, and a plurality of irregularly-recurring subfields in the main fields to indicate other plays, not regular progressions and chance means to indicate the progression.
3. A game-board divided into a plurality of main fields corresponding to the several calendar months, a number of numbered subfields in each main field numbered consecutively in accordance with the number of days in each month, pawns to mark the progression of the players, and chance means to indicate the progression.
4. A game-board divided into a plurality of main fields corresponding to the several calendar months, each main field divided into thirty-one subfields and the subfields numbered consecutively in accordance with the number of days in the respective months, the main fields for those months containing less than thirty-one days having symbols in the unnumbered subfields indicating plays not in regular progression and chance means to indicate the progression.
5. A game-board divided into main fields corresponding to the several calendar months,



the main fields divided into thirty-one subfields numbered consecutively in accordance with the number of days in the respective months, the main fields for those months containing less than thirty-one days having symbols in the unnumbered subfields indicating plays not in regular progression, one of the numbered subfields in the main fields regularly recurring to indicate a different play or move, and chance means to indicate the progression.

6. A game-board divided into main fields corresponding to the several calendar months, the main fields divided into thirty-one subfields consecutively numbered according to the days of the respective months, the main fields for those months containing less than thirty-one days having symbols in their unnumbered subfields indicating plays; one of the numbered subfields in the main fields regularly recurring to indicate a play, and a plurality of subfields irregularly recurring to indicate other plays, and chance means to indicate the progression.

7. A game-board divided into main fields corresponding to the number of calendar months, the main fields divided into subfields and numbered in accordance with the number of days in the respective months; in combination with a dial and pointer, said dial divided into groups of numbered sectors each group represented by month and like months on dial and board indicating a play.

8. A game-board divided into main fields, and the main fields divided into subfields, the main and sub fields in regular progressive relation; in combination with pawns, a dial divided into as many parts as there are main fields and each part subdivided and numbered, a pointer to be spun to indicate a play, the main fields corresponding to the parts indicated by the pointer and denoting a play other than regular progression when the respective player's pawn is in the main field corresponding to the part indicated by the pointer.

9. A game-board divided into differently-colored main fields each main field having thirty-one subfields, the subfields consecutively numbered in accordance with the number of days in the calendar months, the main fields containing less than thirty-one days having the unnumbered fields provided with signs indicating plays, a regularly-recurring numbered subfield indicating a different play, a plurality of irregularly-recurring numbered fields indicating other plays, and one or more of the main fields having a numbered subfield

indicating still other plays; in combination with a pawn for each player, a dial divided into twelve parts corresponding to the main fields and each part containing a group of numbers, a pointer to be spun around said dial, each of said parts indicating a play when the respective player's pawn is in the main field indicated by the pointer.

10. A game-board divided into fields corresponding to the respective months, in combination with a pawn or marker for each month, substantially as and for the purpose set forth.

11. A game-board divided into a plurality of main fields and each main field divided into subfields and subfields of adjacent main fields connected by a constellation, the number of moves between the so-connected subfields differing from the regular progression through the subfields.

12. A game-board divided into main fields and the main fields containing a number of subfields corresponding in number to the days in the respective calendar months, and a subfield in each main field connected to a subfield in the adjacent main field by a constellation of the zodiac and containing a less number of moves than in the regular progression through the subfields, one of the subfields in each main field regularly recurring and two subfields in each main field irregularly recurring indicating plays other than regular progression, and accidental play-points in some of the main fields only.

13. The combination with a game-board divided into fields corresponding to the respective months; of a pawn or marker for each month, said pawn or marker containing the representation of the birth-stone for the month, the name of the stone and the word or words designated by the stone.

14. A game-board divided into a number of main fields connected end to end to form a closed course and the main fields corresponding to the months in a year, the main fields divided into equal numbers of subfields arranged in succession, all of the subfields together forming a closed course, one of the subfields recurring in each main field indicating a play other than a regular progression and chance means to indicate progression.

In testimony that I claim the foregoing as my invention I have signed my name in presence of two subscribing witnesses.

HENRI GUILLAUME.

Witnesses:

HENRY ORTH, Jr.,  
PHILIP F. LARNER.