

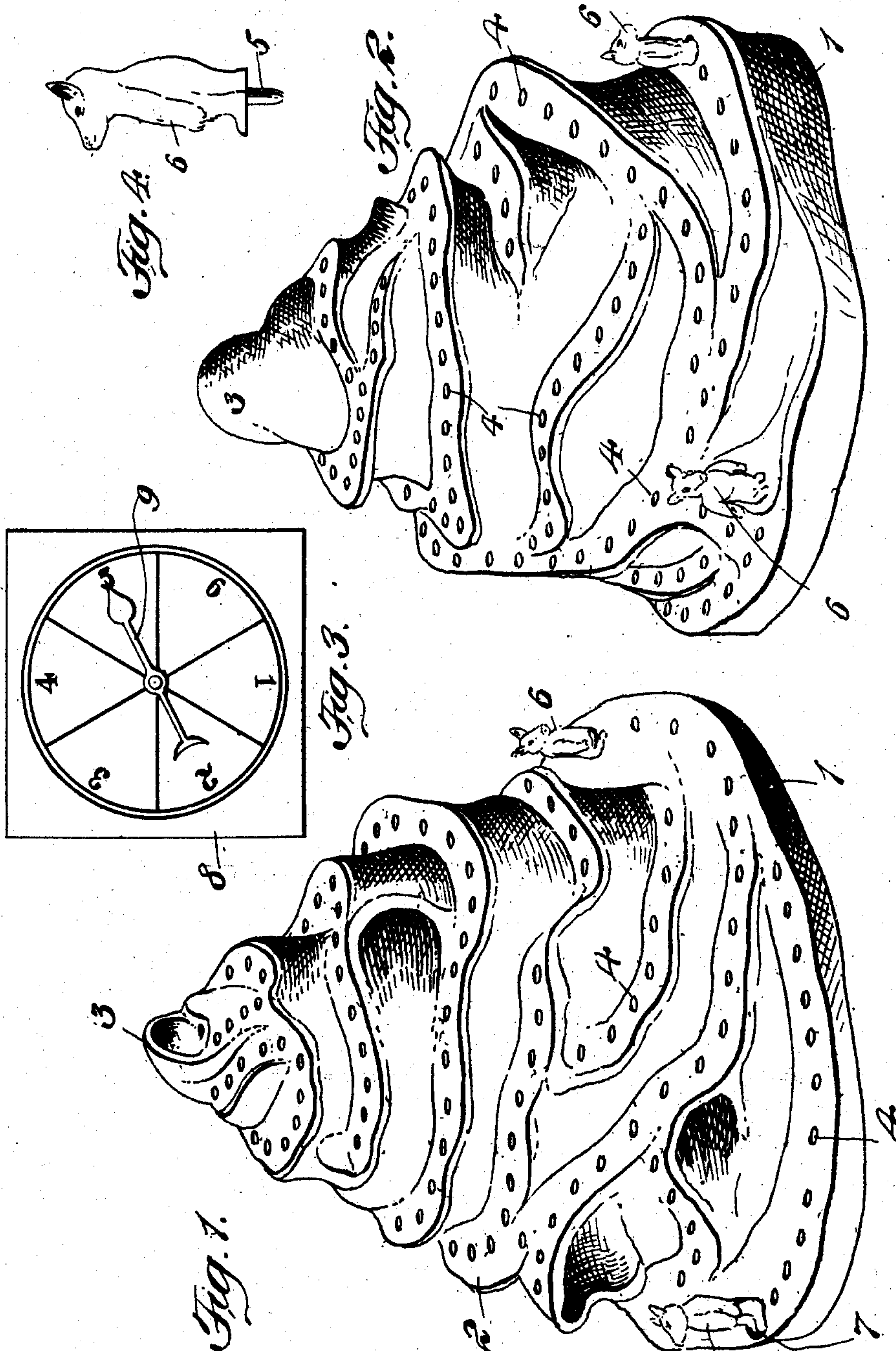
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GAME DEVICE.

APPLICATION FILED JAN. 20, 1908.

907,421.

Patented Dec. 22, 1908.



Witnesses  
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# UNITED STATES PATENT OFFICE.

SAMUEL C. STEINHARDT, OF NEW YORK, N. Y., AND JOHN THORNLEY NEFF, OF EAST ORANGE, NEW JERSEY.

## GAME DEVICE.

No. 907,421.

Specification of Letters Patent.

Patented Dec. 22, 1908.

Application filed January 20, 1908. Serial No. 411,842.

*To all whom it may concern:*

Be it known that we, SAMUEL C. STEINHARDT and JOHN THORNLEY NEFF, citizens of the United States, residing, respectively, at No. 154 West Eighty-second street, borough of Manhattan and city of New York, and State of New York, and No. 68 Amherst street, East Orange, in the county of Essex and State of New Jersey, have invented certain new and useful Improvements in Game Devices, of which the following is a specification.

The present invention relates to a game device, the essential features of which comprise a mound shaped structure provided with circumferential paths along which figures are to be moved until a certain goal at the top of the structure is reached. In connection with this game, we employ a dial bearing numbers and provided with an index or pointer, each player being entitled to spin the pointer and to move the manikin or figure allotted to him along a path the number of positions indicated by the figure at which the pointer stops.

For the purpose of clearly illustrating our invention, we have appended the accompanying sheet of drawing, wherein—

Figure 1 is a perspective view of the mound; Fig. 2 is a similar view from the opposite side of that illustrated in Fig. 1; Fig. 3 is a plan view of the dial; and Fig. 4 is a side elevational view of one of the figures used in playing the game.

Referring to the drawing 1 indicates a mound shaped or conical figure provided with circumferential pathways 2 arranged irregularly about the surface of the mound and 3 indicates the goal at the top of the mound which is preferably formed as a cave. The several pathways are provided with spaced perforations 4 designed to receive pins or dowels 5 formed at the lower end of the manikins 6, the manikins or figures preferably employed being so called Teddy bears.

Upon the lowermost pathway of the mound are provided preferably three enlarged orifices or openings 7 each indicating the point from which one of the manikins starts on its course along the pathway.

In connection with the mound and figures above described, we employ a dial 8 having a revoluble pointer or index 9 centrally pivoted thereon, the dial being provided upon

its face with suitable figures, there being six such figures shown in the drawing.

The game is played as follows:—When a bear starts on a path, he must follow the path to the end but where the path meets another path, the bear can take any path that joins the path on which he has been moving. A bear may not pass another bear on the same path, and if one bear is behind another on the same path, and spins a number which would carry him in front, he can take only as many holes of his spin as will bring him to hole next to bear ahead of him, but he may leave the path on which the other bear is, at any meeting with another path. A bear arriving at the top path, must spin a number which would exactly carry him to the cave; if he spins more, he cannot move, and no bear can pass him unless he spins an exact number which will put him in the cave; he can, however, take as many numbers of his spin as will place him next to the bear ahead.

It will be obvious that the invention is susceptible of modification in details and that—

What we claim as new and desire to secure by Letters Patent is:

1. In a game device of the character described, a board substantially mound shaped or conical having irregularly arranged intersecting paths about its surface, and a common goal for the several paths, substantially as described.

2. In a game device of the character described, a board substantially mound shaped or conical having irregularly arranged intersecting paths about its surface, and a common goal at the apex of the board for the several paths, substantially as described.

3. In a game device of the character described, a board substantially mound shaped or conical having irregularly arranged intersecting perforated paths about its surface, and a common goal at the apex of the board for the several paths, substantially as described.

In witness whereof we have hereunto affixed our signatures in presence of two witnesses.

SAMUEL C. STEINHARDT.  
JOHN THORNLEY NEFF.

Witnesses:

MICHAEL MARX,  
EVA SOFFER.