April 29, 1924. 1,492,072

A. CORNELL ET AL

GAME

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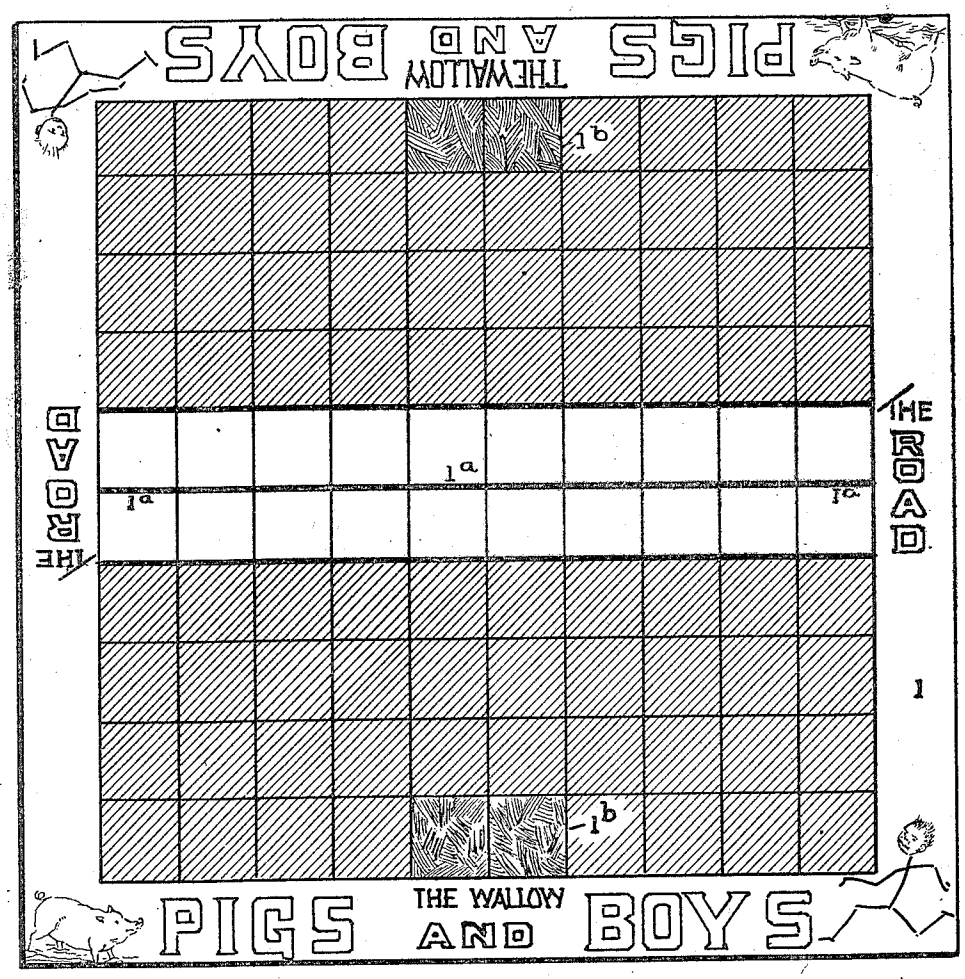


Fig 1



Fig 2



Fig 3

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UNITED STATES PATENT OFFICE.

ALLYN CORNELL AND HIRAM C. HAZEN, OF SAN DIEGO, CALIFORNIA.

GAME.

Application filed June 8, 1921. Serial No. 475,873.

To all whom it may concern:

Be it known that we, ALLYN CORNELL and HIRAM C. HAZEN, citizens of the United States, residing at San Diego, in the county of San Diego and State of California, have invented a certain new and useful Game, of which the following is a specification.

Our invention relates to a game, somewhat in the form and nature of a game of checkers, and the objects of our invention are, first, to provide a novel and interesting parlor game to be played by two persons; second, to provide a game of this class which symbolizes pigs and boys attempting to drive and herd the same, or corralling them; third, to provide a game of this class with a novel way of playing the same; fourth, to provide a game of this class which is very interesting to children or young folks and fifth, to provide a game apparatus of this class which is very simple and economical to construct, easy to play and learn to play, interesting and educational in its nature.

With these and other objects in view as will appear hereinafter, our invention consists of certain novel features of construction, combination and arrangement of parts and portions, as will be hereinafter described in detail and particularly set forth in the appended claims, reference being had to the accompanying drawings and to the characters of reference thereon which form a part of this application, in which:—

Figure 1, is a top or plan view of the board upon which the game is played. Fig. 2 is a top or plan view of one type of playing block and Fig. 3 is a top or plan view of another type of playing block.

Similar characters of reference refer to similar parts and portions throughout the several views of the drawing.

The board 1, pig blocks 2, and boy blocks 3, constitute the principal parts and portions of our game apparatus.

The board 1 may be made of any material desired, and may be economically constructed from pasteboard. It is provided on its upper surface with one hundred squares, ten each way and each about one inch square. The two middle rows of squares 1^a at which the word "Road" is positioned at opposite ends are preferably of lighter color than the remaining squares, thus distinguishing these two rows of squares as a road. The remainder of the squares are slightly darker, while two squares 1^b in the middle on opposite sides in the outer rows and which are designated "The wallow" are dark. These two squares 1^b on opposite sides represent the wallow for the pigs, and it will be noted that the board is provided with illustrations of pigs and boys at the corners and also printed on the margin.

There are two pig blocks 2, with the illustration of a pig on each one, except they are of different color, so that each player has a pig block of different color and there are two sets of boy blocks like the block 3, shown in Fig. 3, eight blocks in each set and the two sets are of different color so that each player has a pig block with a pig and eight boy blocks 3, of the same color with the boy as shown in Fig. 3. While playing, pig blocks 2 may be moved one equare at a time in any direction over any of the unoccupied squares except those comprising its own wallow, out of which it must move to begin the game. The pig block may be jumped by the opposite boy blocks but cannot itself jump over any of the blocks. The boy blocks may be moved in any direction over any of the unoccupied squares except those comprising the two wallows. The boy blocks may be jumped over any of the opposing blocks in any direction.

The game is played as follows: Each player places his pig block in one of the two squares of its own wallow. He then arranges his boy blocks as he thinks best in any of the squares on his side of the board from the road except his wallow. They start the game by each in turn moving his pig block out of the wallow, (and he cannot return the pig block to the wallow). After the pig block is on its way he may move any block he likes in any direction, one square at a time. Each player gets one move or jump as the case may be in any turn. Upon moving any block into contact with an opposing block in an adjacent square, a boy block may be jumped over into the next square beyond, but the jumping over a block does not in any way affect the block and it remains in its position.

In order to win the game the player must move his pig block into the wallow on the opposite side of the board, or he must surround the opposing player's pig block so that it cannot move. In doing this, he may make use of the position of his opponent's boy blocks in catching his opponent's pig block and thus causing the opposing play-

er's boy blocks to aid in his own defeat. When the pig block of the opponent is surrounded or blocked in a corner or at the side of the board so that the pig block cannot move, the game is won by the party so blocking the pig block.

Though we have shown and described a particular construction, combination and arrangement of game apparatus and a particular way of playing the game, we do not wish to be limited to this particular construction, combination and arrangement, nor to the particular manner of playing the game, but desire to include in the scope of our invention the construction, combination and arrangement substantially as set forth in the appended claims.

Having thus described our invention, what we claim as new and desire to secure by Letters Patent, is:

1. A game of the class described, including a board divided into a plurality of squares and further divided into two sections divided by two rows of differently colored squares illustrating a road and forming an equal number of sections on each side of the roadway, two squares in the middle of opposite sides being dark illustrating a wallow, two blocks with the figure of a pig on each and of different color, and sixteen blocks with the figure of a boy, eight of them being of different color than the other eight.

2. In a game of the class described, a board divided off into one hundred squares and further divided in the middle by two rows of such squares of a lighter color representing a road and provided with two dark squares in the middle on the opposite sides at the outer edge representing a wallow on each side, a plurality of cards with the representation of a boy on one side and a card with the representation of a pig all of one color and the same number for the opposing side of a different color.

In testimony whereof, we have hereunto set our hands at San Diego, California, this 28th day of May, 1921.

ALLYN CORNELL.
HIRAM C. HAZEN.