Dec. 18, 1945. J. A. FREDRIKSSON 2,391,147

GAME BOARD

Filed May 25, 1942

Fig. 1.

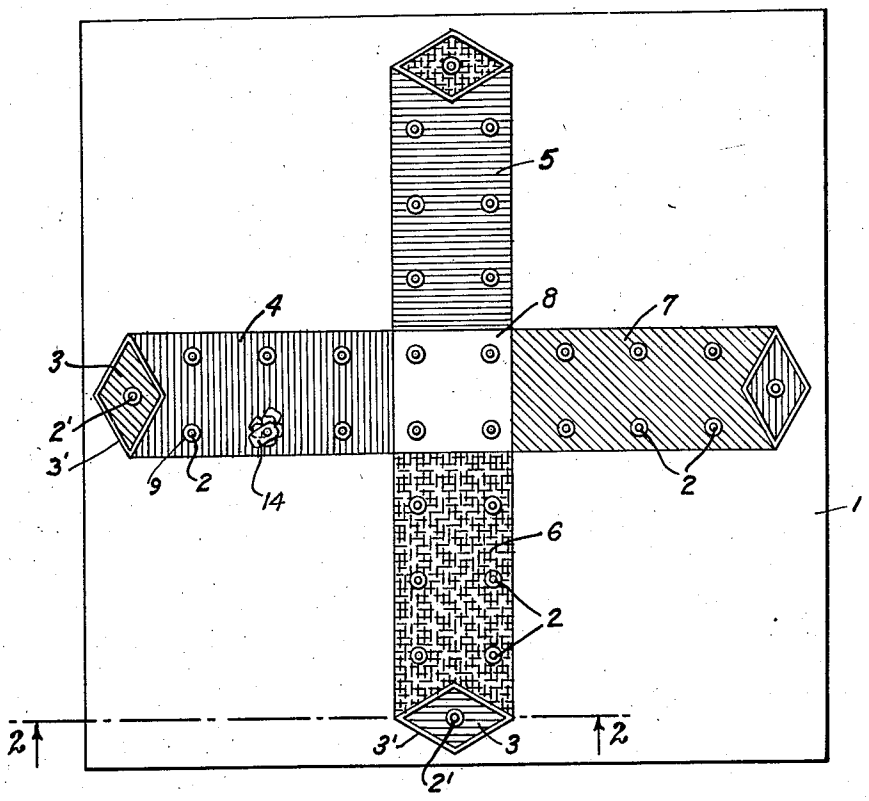


Fig. 2.

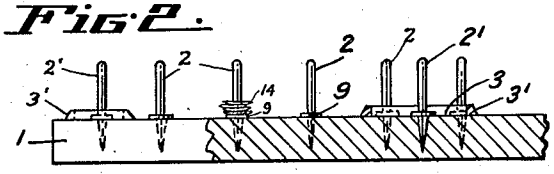


Fig. 3.

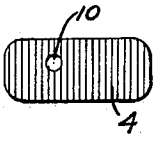


Fig. 5.

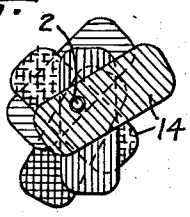
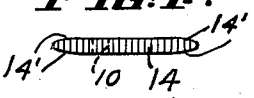


Fig. 4.



INVENTOR.
JOE A. FREDRIKSSON.
BY J. A. Fredriksson
ATTORNEY.

Patented Dec. 18, 1945 2,391,147

UNITED STATES PATENT OFFICE

2,391,147

GAME BOARD

Joe A. Fredriksson, San Francisco, Calif.

Application May 25, 1942, Serial No. 444,391

5 Claims. (Cl. 273—131)

This invention relates to game boards, and the principal object of the invention is to provide a novel arrangement of game board units for playing a new game, and special features of the units to facilitate the playing.

In the accompanying drawing:

Fig. 1 is a plan view of my new game board.

Fig. 2 is a vertical cross section of a portion of Fig. 1 as seen from the line 2—2 thereof.

Fig. 3 is a plan view of one of the apertured playing pieces.

Fig. 4 is an edge view of the playing piece.

Fig. 5 is a plan view of one of the pins with four playing pieces impaled thereon.

Briefly described the invention comprises a base plate or board 1 with a cross on its surface formed of projecting pins 2, and with a goal 3 at the end of each arm, and special apertured playing pieces 14 which are adapted to be placed over the pins.

The cross on the board is preferably further defined over the area about the pins and somewhat beyond the same by means which will distinguish the four arms of the cross from their central juncture outward, such as distinctive surface texture or coloring red 4, blue 5, yellow 6, green 7, while the central juncture may be left white or any contrasting color, and the goals 3 are colored or otherwise identified by the same texture or color used to designate the remote opposite arm of the cross in line with it, and indicated in the drawing by surface coloring.

The pins 2 are tightly secured to the board as by driving into the same, or in any other manner, and are provided with fixed projecting washers 9 at their base, attained either by a tight fit around the pin as the same is driven into the board, or through the provision of a slight shoulder on the pin above the washer, or both, as indicated in the drawing.

The goals 3 are preferably in the nature of cups to hold a plurality of the playing pieces 14 and are formed in any suitable manner, such as by a raised rim 3', and preferably there is a pin 2' within the goal and which pin may even take the place of the goal cup, tho the cup permits more readily separating out of the playing pieces.

The playing pieces are thin apertured devices or rings and there are a number of them for each player distinguished by the same texture or color as one of the arms of the cross. Preferably the pieces 14 are flat elongated, oblong or oval shaped devices, tapered or beveled thinner at opposite ends as at 14' so that if pressed down at one end the opposite end will tip upwardly for ready grasping by the fingers, and each piece is apertured as at 10 to readily fit over any of the pins, and preferably the hole is nearer to one end of the playing piece than it is to the other end, and also somewhat to one side so that when several of the pieces are on a pin at the same time they will not be liable to exactly coincide as some will be opposite side up and they will be variously angularly or haphazardly positioned on the pins so that their colors or other distinguishing characteristics may be easily observed, as will be understood best from Fig. 5 of the drawing, as well as one of the pins at the left side of both Figs. 1 and 2.

The following directions for playing the game will be of interest:

For two players

Preparing to play, each player selects the playing pieces 14 or "rings" of one color and places them on the six pegs in the field of corresponding color and which should be directly in front of him. Three rings are placed on each of the two pegs closest to the cup at his end of the field, four on each of the next two pegs and five on each of the last two pegs. Thus 24 rings are used in each field.

While the start in the first game is made by courtesy, players take turns at starting in the games that follow.

The two-handed game is played only on two rows of pegs (16 pegs), running from goal cup to cup (3). These pegs form "the long circuit," which must be followed throughout the game. The long circuit can be formed wither by the combined pegs in the red, center and green fields, or by the combined pegs in the yellow, center and blue fields. See Fig. 1.

The object of the game is for a player to get his "rings" into the cup opposite his own field bearing the same color as his field, see Fig. 1, and, by employing finesse, to stop his opponent from reaching his goal.

A player makes his first move by picking up all rings from any one of the six pegs in his home-field. Always moving clockwise, he deposits one ring on every peg he passes. His move is completed when his hand is empty. His opponent moves next. After the first move a player may start from any peg he chooses, provided that he has one or more of his own rings on that peg. He places the rings to his own advantage, selecting one ring for every peg he passes. (The rings need not be deposited in the order in which they are picked up.) When he reaches his goal, he must unload all of his own rings into the cup or on

the peg in the cup (see Figs. 1 and 2), and then he continues to distribute any rings left in his hand, on the pegs that follow.

All rings, regardless of color or number, must be picked up from the peg from which a move is to begin, and the distribution of all the rings from that peg constitutes a player's move. A player never drops his opponent's rings into any cup.

To win, a player must be first with all of his rings in the cup, opposite his own field.

For four players

The game, four-handed, is a partnership game. Yellow and Blue against Red and Green. The rules laid down for the two-handed game also apply here, but only two rings are used on each peg. Thus 12 rings are used in each field.

As soon as a ring leaves its home-field, it starts moving on its "short circuit." One end of this circuit is formed by the goal and the other end by the four pegs in the center of the board. Thus, for example, the six pegs in the red field and the four pegs in the center form the short circuit for the player, whose home-field is green (see Fig. 1) and every player forms his short circuit in the same way. A player may never voluntarily enter his home-field, after leaving it.

If a ring of a player is diverted from its circuit by another player, it must be brought back to its own circuit by the shortest possible route. A ring may be diverted any amount of times, until its owner succeeds in bringing it in.

Turns are always made squarely. Moving diagonally between pegs is not allowed.

A player may not drop his partner's rings into the cup until all of his own rings are disposed of. When that happens, he will use his turn to move, to aid his partner. Rings of one color only go into each cup.

For three players

Follow the rules of the four-handed game. Leave out the rings of one color. This game is played "each man for himself."

My novel game board and its special playing pieces was devised to play a special game devised by me, and as the fundamentals of it as above described may take a great variety of designs I claim herein the fundamental construction and arrangement of parts as follows:

1. In a game board adapted for playing with a plurality of distinguishably colored apertured playing pieces, the improvement which comprises two double rows of spaced pins of a size adapted to receive the apertured playing pieces projecting from the face of the board arranged in the form of a cross with four arms of equal length, and with two rows of the pins in each arm extending through the intersection of the cross arms, the pins of each row being of an even number and with two of the pins of each row falling within the intersection of the cross arms and also forming a continuation of the two rows of pins extending in the crossing direction.

2. In a game board adapted for playing with a plurality of distinguishably colored apertured playing pieces, the improvement which comprises two double rows of spaced pins of a size adapted to receive the apertured playing pieces projecting from the face of the board arranged in the form of a cross with four arms of equal length, and with two rows of the pins in each arm extending through the intersection of the cross arms, the pins of each row being of an even number and with two of the pins of each row falling within the intersection of the cross arms and also forming a continuation of the two rows of pins extending in the crossing direction, and a fixed washer against the face of the board around each pin.

3. In a game board adapted for playing with a plurality of distinguishably colored apertured playing pieces, the improvement which comprises two double rows of spaced pins of a size adapted to receive the apertured playing pieces fixedly projecting from the face of the board arranged in the form of a cross with four arms of equal length, and with two rows of the pins in each arm extending through the intersection of the cross arms, the pins of each row being of an even number and with two of the pins of each row falling within the intersection of the cross arms and also forming a continuation of the two rows of pins extending in the crossing direction, and the area of the four arms of the cross on the board colored respectively to distinguish them as belonging to four players.

4. In a game board adapted for playing with a plurality of distinguishably colored apertured playing pieces, the improvement which comprises two double rows of spaced pins of a size adapted to receive the apertured playing pieces projecting from the face of the board arranged in the form of a cross with four arms of equal length, and with two rows of the pins in each arm extending through the intersection of the cross arms, the pins of each row being of an even number and with two of the pins of each row falling within the intersection of the cross arms and also forming a continuation of the two rows of pins extending in the crossing direction, the area of the four arms of the cross on the board colored respectively to distinguish them as belonging to four players, and a goal area at the outer end of each arm colored to identify it with the arm directly opposite.

5. In a game board adapted for playing with a plurality of distinguishably colored apertured playing pieces, the improvement which comprises two double rows of spaced pins of a size adapted to receive the apertured playing pieces fixedly projecting from the face of the board said double row of spaced pins arranged in the form of a cross with four arms of equal length, and with two rows of the pins in each arm extending through the intersection of the cross arms, the pins of each row being of an even number and with two of the pins of each row falling within the intersection of the cross arms and also forming a continuation of the two rows of pins extending in the crossing direction, means designating a separate goal area at the outer end of each of the four arms, and a pin projecting from the board within each goal area.

JOE A. FREDRIKSSON.