

UNITED STATES PATENT OFFICE

2,390,458

GAME

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Application May 3, 1944, Serial No. 533,891

1 Claim. (Cl. 273—110)

The present invention relates to games of that interesting and intriguing type involving in its playing manual dexterity, good judgment and luck, one primary aim of the invention being the provision of a game of that character, which is simple in structure, inexpensive to produce, unlikely to become damaged in ordinary service and which can be sold at a relatively low figure.

The novel game includes a rockable apertured or recessed member equipped with a number of movable spherical bodies, such as marbles, the object being to cause the marbles to become lodged in such pockets or cavities which have different count values.

A current preferred embodiment of the invention in physical form has been illustrated in the accompanying drawing, forming a part of this specification, in order to enable those skilled in this art to become acquainted with its structural and functional betterments and advantages, and in the views of this drawing like parts or elements have been supplied with the same reference numerals for the sake of simplicity.

In this drawing:

Figure 1 is a plan view of the game; and

Figure 2 is a cross-section through the same on line 2—2 of Figure 1.

Referring to this drawing, it will be noted that the game-board, made of sheet-metal, plastic or other suitable thin material is, in this particular case, square in shape, although it may be of other appropriate form such as round, hexagonal, etc.

It includes a main, central portion 11 for the most part flat, except for a middle conical section 12 open or apertured at its top at 13, this part 11 of the board being divided as to values into zones, such conical section 12 having a value of 600, the surrounding annular zone 14 having value 300, the next larger circular zone 15 having value 200, and an outer zone 16, square externally and round internally, having a value 100, these zones or areas being defined by three concentric circles 17, 18 and 19.

Each of such domains has a plurality of holes, apertures or recesses, some 21 without colors around them, and others defined by different colored rings encircling them thus: 22 green, 23 blue, 24 red, and 25 black.

Around the margin of the central plate portion 11 is an upstanding wall 26 having at its top a square, outwardly-projecting, flat rim or ledge 27 provided along each of its four portions with a like number of apertures or holes 28, 29, 30 and 31, each set being adapted, initially before the game is begun to be played, to accommodate the

same number (five in the present case) of slightly-larger, colored marbles 32 green, 33 blue, 34 red and 35 black.

All apertures in plate 11 and the middle, elevated aperture 13 are slightly smaller than the size of the marbles, so that the latter may become lodged and retained therein without passing therethrough.

Fastened to the underside of the center of the plate 11 is a hemi-spherical member 36 adapted to rest, and support the game-board, on any stationary support 37, such as a table or comparable object, whereby the operator having hold of the rim 27 may readily rock the whole game-board in any direction.

Rim 27 may be equipped with a tally-chart 38 for each player, the latter having a pin 39 adapted to fit in any one of the holes, the "P" and "M" of the chart standing for plus and minus respectively.

The game is played as follows, the outstanding aim of each player being to land one of his colored marbles in the central hole 13 of largest value (600), but as will be readily appreciated there are many hazards which must be avoided, or overcome to accomplish that desirable result.

Assuming that all of the marbles are retained in their proper holes or recesses in the rim as illustrated in Figure 1, the first blue-marble player, for example, while grasping the rim of the game-board, releases one of his blue marbles from the rim by the use of one of his fingers below the rim or ledge pushing the marble up enough to free it from the wall of the aperture which it occupies.

The marble falls on the plate 11 and the player by rocking the game-board endeavors to guide the marble into aperture 13, but it may enter and be retained in any one of the other numerous holes.

Then the next player, say the red-marble player, dislodges one of his marbles and follows the same course of procedure until his marble is captured and held captive by any one of the apertures.

Whereupon, the black-marble player releases one of his black marbles and rocks the board until his marble enters one of the holes and is held therein.

Next, the fourth player does likewise, and then the players in sequence operate their second marbles, and then their other marbles in order until all have been actuated or played.

Of course, while the marble of one player is

travelling on the board, it may dislodge one or more previously played marbles from its hole or their holes and one or more of them may be relogged in other holes, and, in fact, the marble of any present player may be later dislodged and find itself in some other hole.

Thus, because of the uncertainty referred to, the game holds one's interest and earnest attention until all marbles have been played.

Then an accounting is had. All marbles in the holes designated 21, require their owners to reduce their scores amounts depending on the zones in which such holes are located. All holes 22, 23, 24 and 25 occupied by marbles of the same color afford their owners plus values according to the zones in which such occupied holes reside.

All color-ringed apertures occupied by marbles of different colors give the owners of such marbles no values.

Of course, there are other ways of playing games with such game-board and marbles but they need not be detailed here.

After the aggregate scores of the players have been thus determined and tallied, the game is continued as before until the predetermined maximum score is credited to the first player to merit it, and he is considered as the winner of the game.

Those acquainted with this art will readily understand that the invention as defined by the appended claim is not necessarily limited to the exact details of structure set forth and that these may be modified within reasonable limits

without departure of the heart and essence of invention and without the loss or sacrifice of any of its substantial benefits.

For example, instead of having apertures in the game-board and its associated ledge for retaining the marbles in place, mere depressions could be employed for satisfactorily performing the same functions.

I claim:

- 10 In a game including a game-board having a number of distributed cavities in its surface and companion spherical game-pieces each adapted to be received in any one of said cavities by manual manipulation of said board, the latter having a marginal ledge adjacent to, higher than, and outstanding from said board and having a plurality of spaced-apart apertures therethrough each of smaller size than and each adapted to hold one of said game-pieces, the novel improvement being that said ledge is divided into a plurality of sections corresponding to the number of possible players, each player having the same number of said apertures, each player having a plurality of said game-pieces of like color
- 15 but different from those of all other players, some of said cavities of said game-board being designated by the color of the game-pieces of each player whereby any player while grasping said ledge may release his game-pieces individually by engaging it from below the ledge to feed it on to the game-board.
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