Oct. 20, 1925. 1,558,288

H. ROMAN

GAME APPARATUS

Filed March 6, 1925

Fig. 1.

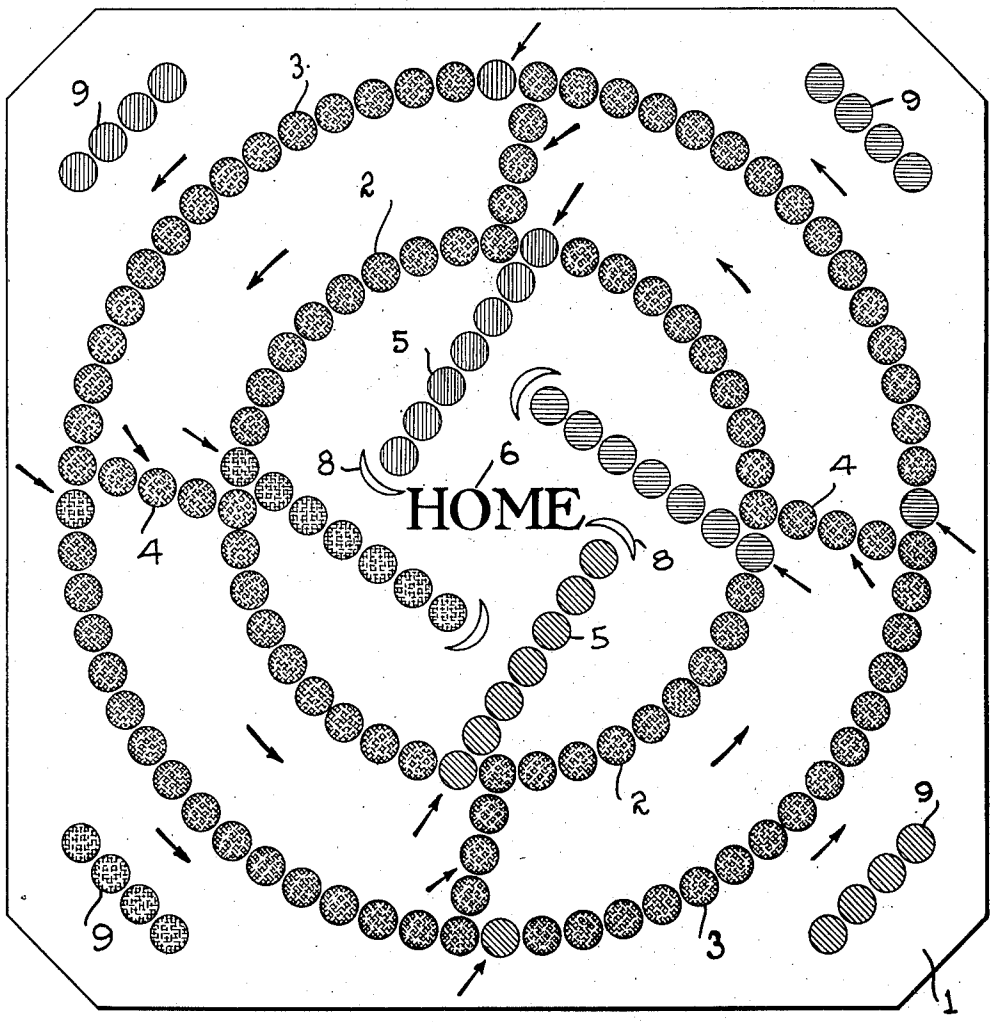


Fig. 2.

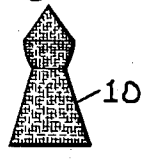


Fig. 3.

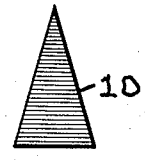


Fig. 4.

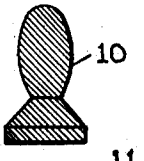


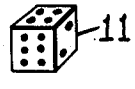
Fig. 5.



Inventor

HARRY ROMAN.

Fig. 6.



By

Attorney

Patented Oct. 20, 1925. 1,558,288

UNITED STATES PATENT OFFICE.

HARRY ROMAN, OF WILMINGTON, DELAWARE.

GAME APPARATUS.

Application filed March 6, 1925. Serial No. 13,597.

To all whom it may concern:

Be it known that HARRY ROMAN, a citizen of Russia, residing at Wilmington, in the county of New Castle and State of Delaware, has invented new and useful Improvements in Game Apparatus, of which the following is a specification.

The purpose of the invention is to provide a game apparatus of the chance-controlled variety which will give opportunity for the development of skill on the part of the individual players, thus affording amusement to contesting players as well as onlookers; and to provide a game which may be easily and cheaply produced and therefore marketed at small cost.

With this purpose in view, the invention consists in a construction and combination of parts of which a preferred embodiment is illustrated in the accompanying drawings, wherein:

Figure 1 is a plan view of the playing board.

Figures 2, 3, 4 and 5 are elevational views of the playing pieces.

Figure 6 is a perspective view of the counter.

The playing field is preferably laid out on a card-board base 1 and is in the form of large concentric circles 2 and 3 each comprising a series of small circles. Substantially radial series of circles 4 connect the inner and outer circles 2 and 3 at points 90° apart, while substantially tangential series of circles 5 extend inwardly from the inner circle 2, the substantially tangential series being arranged at right angles to each other and defining a square center space inscribed with a designation 6, such as "Home". Crescents 8 are positioned at the extremities of the tangential series 5.

The tangential series of circles are distinguishably colored among themselves, one being yellow, one green, one blue and one red, as shown in the drawings, and the concentric series of circles are still further distinguishably colored from these, being orange, with the exception that the one small circle in the outer circular series 3 to the right of each radial series is colored according to its associated tangential series.

At the corners of the base are series 9 of four circles each, each of these series being colored in accordance with one of the tangential series and each series 9 constitutes a rest space for the playing pieces 10 when the latter are inactive. Preferably, there are four playing pieces in each set and the sets are distinguishable both as to form and color, each set being colored according to the color of the circles in its rest space.

The counter 11 is preferably in the form of a die or dice.

Various rules may be adopted for playing the game but a particular set is herein given.

A number is arbitrarily adopted as a starting number and each player moves from a starting point which is the small circle in the outer series 3 colored in accordance with players' pieces. By successive throws of the dice, progress is made around the outer circle until the player reaches the radial series 4 adjacent the player's starting point. Then progression is made around the inner series 2 and finally along a tangential series to the "home" point.

If the starting number adopted be 6, it is necessary that the player in starting throw the number 6. One or two trials may be made for the initial starting number or the player may be restricted to but one, but having thrown the starting number, the player moves one of the playing pieces from the starting point over six of the small circles in the outer series of circles 3 and if the rules provide for a further throw the player moves a further distance according to the number thrown the second time.

Various penalties may be adopted, such as where the playing piece of one player is overtaken by that of another will result in returning the playing piece of the overtaken player to the starting point, or the overtaken player may be otherwise penalized, as desired.

The first player to move all his playing pieces around the two concentric series of circles and across the radial and tangential series to the "home" point is the successful contestant and the exercise of skill results in the proper decision as to whether more than one playing piece shall be moved around the circular series; when one or another of the pieces should be moved as the result of a certain throw; or whether an inactive piece should be started in its progressive movement, or whether a piece already in the process of progression should be moved when a certain number is thrown.

The invention having been described, what is claimed as new and useful is:

1. A game apparatus consisting of a playing field having a playing area defined by concentric series of circles, radial series connecting the concentric series, and tangential series projecting inwardly from the inner of the concentric series and being arranged at right angles to define a "home" space, each radial series being adjacent a tangential series and identified with the inner concentric series, the tangential series being distinguishably colored among themselves and the concentric series being distinguishable in color from the tangential series.

2. A game apparatus consisting of a playing field having a playing area defined by concentric series of circles, radial series connecting the concentric series, and tangential series projecting inwardly from the inner of the concentric series and being arranged at right angles to define a "home" space, each radial series being adjacent a tangential series and identified with the inner concentric series, the tangential series being distinguishably colored among themselves and the concentric series being distinguishable in color from the tangential series, and playing pieces distinguishable as to color and form and identified in color with the tangential series.

3. A game apparatus comprising a game board with diagonally opposite rest spaces and provided with inner and outer concentric playing areas defined by concentric series of circles, the outer playing area having diametrically opposite starting bases for the players, substantially radial series of circles connecting the concentric series of circles at a point with the outer series adjacent the starting bases whereby, after a player's piece completely traverses the outer series of circles, the piece may traverse a radial series, so that the piece may then traverse the inner series of circles, and a tangential series of circles extending inwardly from the inner concentric series of circles at a point adjacent the radial series and defining a home space of substantially rectangular contour whereby, after the player's piece traverses the inner series of circles, it may traverse the tangential series to the home space.

In testimony whereof he affixes his signature.

HARRY ROMAN.