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GAME BOARD.

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Fig. 1.

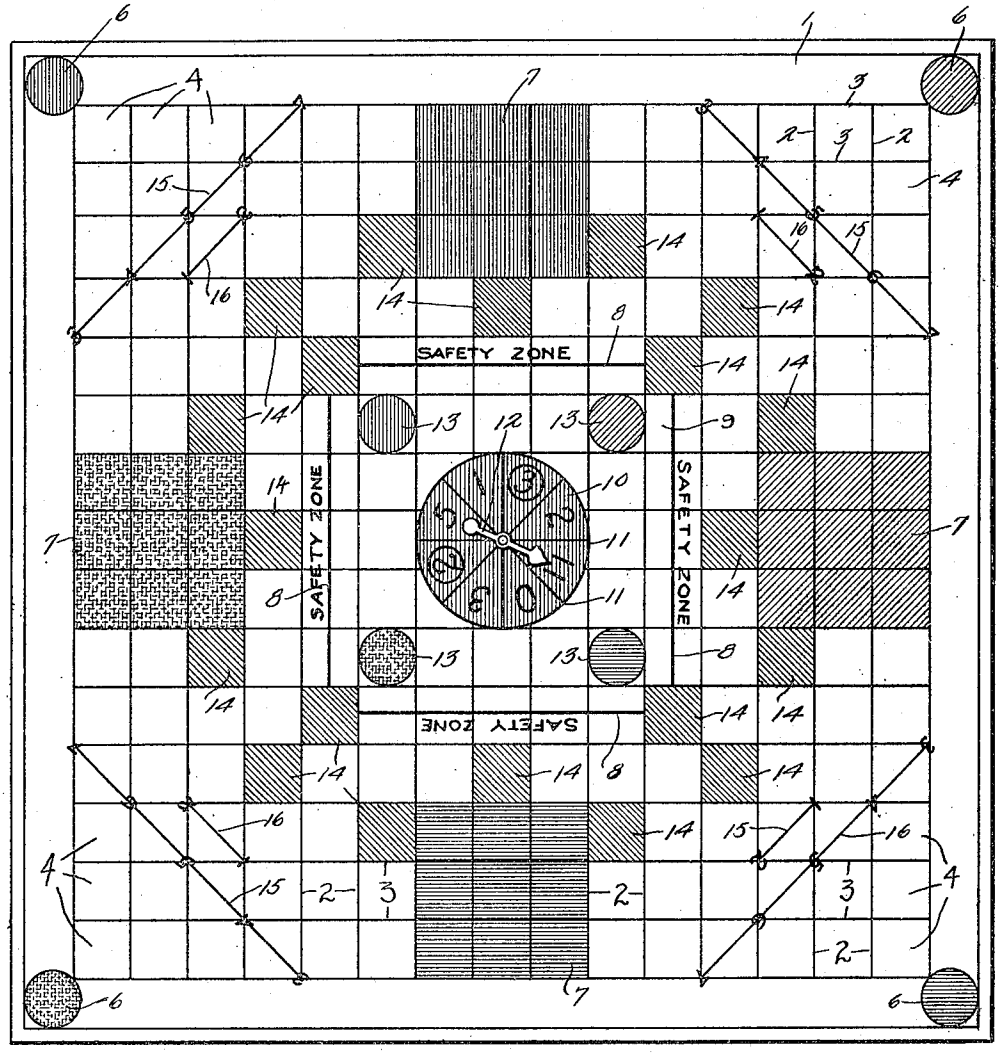


Fig. 2.



Fig. 3.



Fig. 4.



WITNESSES

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GAME-BOARD.

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To all whom it may concern:

Be it known that I, EMMA N. LAMBERT, a citizen of the United States, and a resident of Bethlehem, in the county of Northampton and State of Pennsylvania, have invented a new and Improved Game-Board, of which the following is a full, clear, and exact description.

This invention relates to improvements in game boards, an object of the invention being to provide a novel arrangement of lines and spaces for use with game pieces for the playing of different games.

A further object is to provide a game board which will be ornamental and attractive in appearance, which will be cheap to manufacture, and which will be entertaining in use.

With these and other objects in view the invention consists in certain novel features of construction, and combinations and arrangements of parts, as will be more fully hereinafter described and pointed out in the claims.

In the accompanying drawings—

Figure 1 is a plan view of my improved game board; and

Figs. 2, 3 and 4 are views of game pieces which are employed in connection with the board.

1 represents my improved game board which is preferably rectangular in shape and which is provided with longitudinal and transverse intersecting lines 2 and 3, all of the lines 2 being parallel and all of the lines 3 being parallel and equally spaced apart forming a plurality of squares 4 of equal size. The lines forming the squares 4 are spaced from the edges of the board and in the corners of the board circular spaces 6 are provided. At the sides of the field formed by the squares 4, relatively large spaces 7 are provided and these spaces 7 cover nine of the squares 4 or a space which is equivalent to nine of the squares 4. These spaces 7 I shall refer to as "base spaces" to distinguish them from other spaces on the board.

The spaces 4 at the center of the board are divided from the rest of the board by lines 8 which form, in effect, a square and this space, confined by the lines 8, is known as a "safety zone" and the caption "Safety zone" is located on the board at all four sides of the space 9. In the center of the board, and hence in the center of the safety zone space 9, a circular space 10 is provided and divided by radial lines 11 to form a dial having a rotary pointer 12 at the center thereof. The spaces on the dial contain numerals in regular order as follows: "1", "3", "2", "11", "0", "3", "2", "5", one of the numerals "3" and one of the numerals "2" are inclosed in circles for a purpose which will hereinafter appear.

In the corners of the space 9, known as the safety zone, four circular spaces 13 are provided. Certain of the squares or spaces 4 outside of the safety zone are distinguished from the other squares by coloring them differently from the other squares. These differently colored squares I have given the reference numeral 14 and they may be of a green color, or any other color desired. One base space 7 is given a color which corresponds with the color of one of the circular spaces 6 and one of the circular spaces 13, and all of the base spaces are differently colored and each base space has a correspondingly colored space 6 and space 13.

In the corners of the board diagonal lines 15 and 16 are provided and numerals '1', '2', '3', '4', '5', '6' and '7' are applied to the angles of the squares which are intersected by the lines 15 and 16. The lines 16 are just long enough to reach from one corner to the other of one square, while the lines 15 cross four of the squares, and the numerals '1' and '2' are applied to the ends of the line 16, and the numerals '3', '4', '5', '6' and '7' are placed on the line 15 where it intersects the angles of the squares.

In connection with my improved game board I employ game pieces 17, 18 and 19, such as shown in Figs. 2, 3 and 4 of the drawings and employ these game pieces in such number and color as may be desired and

as will more fully hereinafter appear in the description of two games which may be played on my improved board.

In playing one game, which I designate as "Unity game," I employ twenty-eight game pieces 17 for four players, each player being provided with seven of these pieces which are preferably colored in accordance with the color of the base spaces 7. Each player places the game pieces 17 on the angles at the right of his base space, and for the purposes of the game, the pieces on spaces marked '1' and '2' represent officers and the other pieces soldiers.

Each player is provided with three game pieces or balls 18 and each player uses these balls placing them on his base space 7 and shooting or otherwise forcing them diagonally across the board toward the game pieces of the enemy in an endeavor to knock down said game pieces. Each player has three shots and on the first shot the officers knocked down count two, on the second shot four, and on the third shot eight points. On the first shot privates knocked down count one point, on the second shot two points, and on the third shot four points. Each player plays in turn from his base space 7 rolling the same ball three times or three different balls once each, and the purpose of the game is to give the impression of soldiers being killed leaving the survivors to move forwardly into the safety zone space, each player moving his survivors a number of squares or spaces equal to the number of points he attains by shooting at the enemy and the first player to place all of his survivors in the safety zone wins the game. It is, of course, to be understood that if a player has all of his men killed, he is out of the game and only a player with his survivors has any chance of winning. In connection with this game a score must necessarily be kept and an accurate account of the points made for the movement of the pieces. This operation may be repeated as many times as desired and at the conclusion of the play, the player having the largest score wins the game.

In playing another game, which I designate as "Luck eleven" I provide twenty-four game pieces 19, such as shown in Fig. 4, providing each of the players with six of these game pieces colored according to the colors of the circular spaces 6 in the corners of the board. These game pieces are placed in a pile on the spaces 6 and the first player begins by turning the pointer 12 and he moves one piece 19, beginning at the corner of the board, the number of spaces on the board according to the dial as indicated by the pointer. If the pointer stops at one of the spaces in which the numerals are inclosed in the circle, he moves backwardly or retreats that number of spaces, and if the pointer stops on the space marked "11," he has another play or throw at the pointer. In moving his pieces 19 he must avoid the spaces 14 and the object of the game is to get all of his pieces on the properly colored circular space 13 in the safety zone. The first player doing this wins the game.

While I have described the playing of two games, it is obvious that the board and game pieces may be utilized for playing various games and for playing the same games above referred to in a slightly different way, and hence, I do not wish to be limited to any particular rules for playing any particular game, but wish to cover broadly my improved game apparatus as disclosed in my game board and game pieces.

Various slight changes may be made in the general form and arrangement of parts described without departing from the invention, and hence I do not limit myself to the precise details set forth, but consider myself at liberty to make such changes and alterations as fairly fall within the spirit and scope of the appended claims.

I claim:

1. A game board having lines thereon forming spaces, lines at the center of the board forming a space under the caption "Safety zone," a circular space in the center of the safety zone space having radial lines forming a dial, a rotary pointer mounted on the dial, and circular spaces in the corners of the safety zone space and at the extreme corners of the board, the circular spaces in the safety zone space of different colors and the circular spaces at the corners of the board corresponding in color to the colors of the circular spaces in the safety zone space.

2. A game board having lines thereon forming rectangular spaces, relatively large spaces at the sides of the board forming base spaces, a rectangular space at the center of the board under the caption "Safety zone," numerals on the angles of certain of the spaces at the corners of the board, game pieces adapted to be positioned on the numerals, and balls adapted to be rolled from the base spaces in an endeavor to knock down certain of the first-mentioned game pieces.

3. A game board divided by lines at right angles to each other forming spaces, diagonal lines at the corners of the board intersecting certain of the angles of said crossed lines, numerals on said diagonal lines, the numerals '1' and '2' being on one of said lines at each corner and the numerals '3', '4', '5', '6' and '7' on the other of said lines in each corner, said numerals adapted to receive thereon suitable game pieces, and other game pieces adapted to be used to knock down the first-mentioned game pieces.

4. A game board having lines thereon at

right angles to each other forming rectangular spaces, relatively large spaces at the sides of the board covering a plurality of said first-mentioned spaces and of a color differing from the rest of the board, numerals on the angles of the first-mentioned spaces adjacent the corners of the board adapted to receive game pieces thereon, lines at the center of the board separating the center of the board from the rest of the board forming a space under the caption "Safety zone," and certain of the spaces outside of the safety zone colored differently from the other of said spaces.

EMMA N. LAMBERT.