Aug. 14, 1923. 1,465,160

M. M. DI LUCHIO

GAME

Filed June 15, 1922

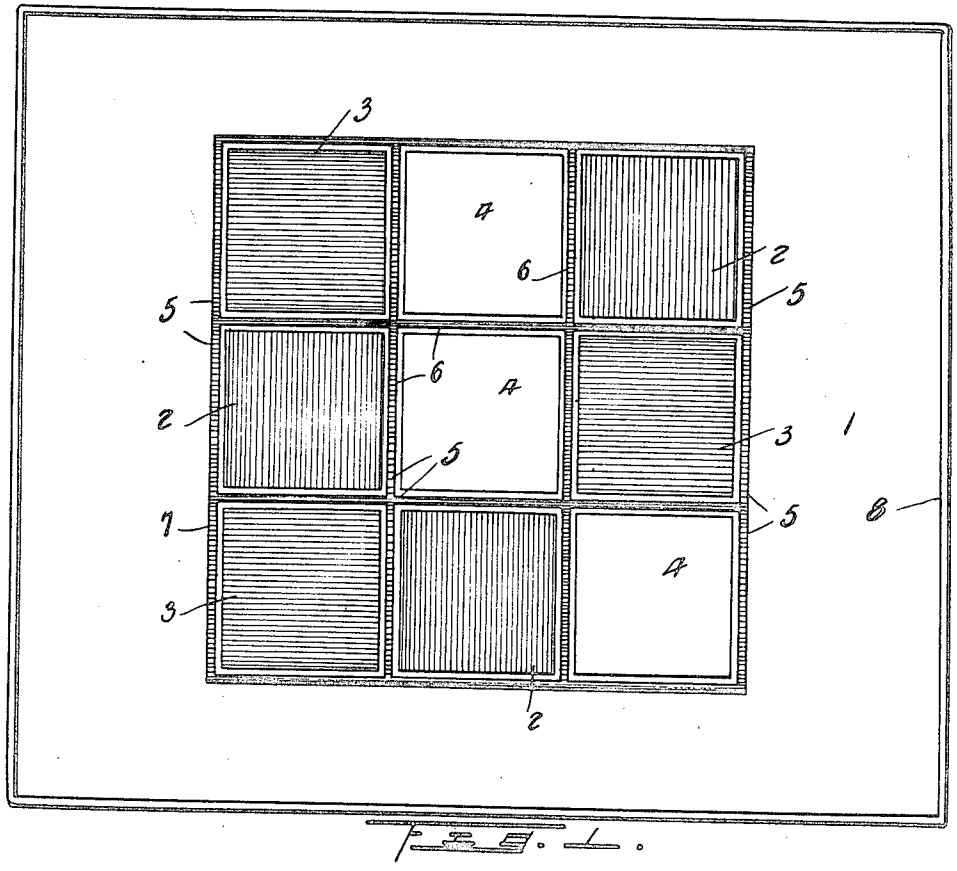


Fig. 1.

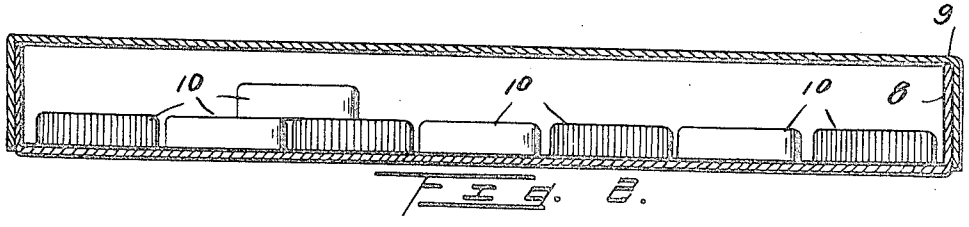
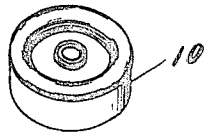


Fig. 2.

Fig. 3.



Inventor
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By [signature] Attorney

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UNITED STATES PATENT OFFICE.

MICHAEL M. DI LUCHIO, OF WILMINGTON, DELAWARE.

GAME.

Application filed June 15, 1922. Serial No. 568,449.

To all whom it may concern:

Be it known that I, MICHAEL M. DI LUCHIO, a citizen of the United States, residing at Wilmington, in the county of New Castle and State of Delaware, have invented certain new and useful Improvements in a Game; and I do hereby declare the following to be full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

The invention relates to a game which is distinguished by the title "Jumbled Tit-Tat-Toe," the purpose being to arrange three men of the same color or shape in a straight line vertically, laterally or diagonally and according to a prearranged run of colors, such as red, white and blue.

Other objects and advantages will be apparent and suggest themselves as the nature of the invention is understood.

While the drawings illustrate an embodiment of the invention it is to be understood that in adapting the same to meet different conditions and requirements, various changes in the form, proportion and minor details of construction may be resorted to without departing from the nature of the invention.

Referring to the accompanying drawings forming a part of the application,

Figure 1 is a plan view of a game board embodying the invention,

Figure 2 is a transverse section of the game with the men housed, and

Figure 3 is a detail view of the men or game pieces.

Corresponding and like parts are referred to in the following description and designated in the several views of the drawings by like reference characters.

The game comprises a board 1 having a field upon its playing surface subdivided into nine squares and having three squares upon each of four sides and of contrasting color such as red, white and blue, there being three squares of each color. The red and blue squares are designated by the conventional shade lines and are further indicated by the numerals 2 and 3, respectively, the white squares being uncolored and further designated by the numeral 4. The squares of the several colors have a promiscous arrangement with the exception of a middle transverse line and a diagonal line, in which two lines the colors are arranged in the order of red, white and blue. Each of the squares has an individual surrounding border which is designated by the numeral 5 and the several squares are separated by intersecting heavy lines 6 which at their outer ends meet a heavy line enclosing square 7. A rim 8 surrounds the board 1 and a cover 9 is adapted to be fitted thereto whereby to form a box for receiving the game pieces or men 10. The cover 9 has a depending rim which encircles the upstanding rim 8.

The game pieces or men 10 may be of any shape or contrasting color to distinguish one set from the other. Each set may consist of any desired number, usually 3, and the object is to so place the men or game pieces upon the board as to have those of a set appear in a straight line vertically, laterally or diagonally and furthermore upon either of the two straight lines in which the colors appear in the order of red, white and blue, which adds to the count and materially increases the interest in the playing of the game.

Usually the game is played by two persons, each player being provided with three men or game pieces of a set which as stated may be distinguished either by shape or color. The main object of the game is to get tit-tat-toe three men of a set in a straight row, either vertically, laterally or diagonally. Each player deposits a man upon a square of the field in turn and the player succeeding in placing his men in a straight line counts three points and if he succeeds further in having the men appear on either of the straight lines in which the colors run in the order of red, white and blue, he is entitled to two additional points, making five points in all. In case of a tie, that is, after all the men have been placed upon the field and no set appears in a straight line, the players move their men in turn to the nearest blank space until one or the other of the players succeeds in getting his men in a straight line. It is permissible for one player to jump his men over his opponent's men without removing the same. It is further noted that interest in the game may be increased by turning the game board after each play.

What is claimed is:

1. A game board having squares, said squares being arranged in rows of three alining longitudinally, transversely and diagonally, said squares being of three different colors and having a row of the squares of all of the colors arranged transversely,

another longitudinally and another diagonally, the squares being otherwise disalined relatively to their colors, and game pieces to cooperate with the squares.

2. A game board provided with a playing field circumscribed by a heavy line enclosing a square and having said square further subdivided by vertical and lateral heavy lines forming nine squares, three to a side, there being three squares of each of the colors red, white and blue, and a lateral and a diagonal line of squares having the colors in the order stated.

In testimony whereof I affix my signature in presence of two witnesses.

MICHAEL M. DI LUCHIO.

Witnesses:
LAWRENCE J. BROMAN,
WILLIAM L. WELDIN.