Oct. 2, 1923. 1,469,301

L. F. HANKE ET AL

GAME

Filed April 17, 1920 2 Sheets-Sheet 1

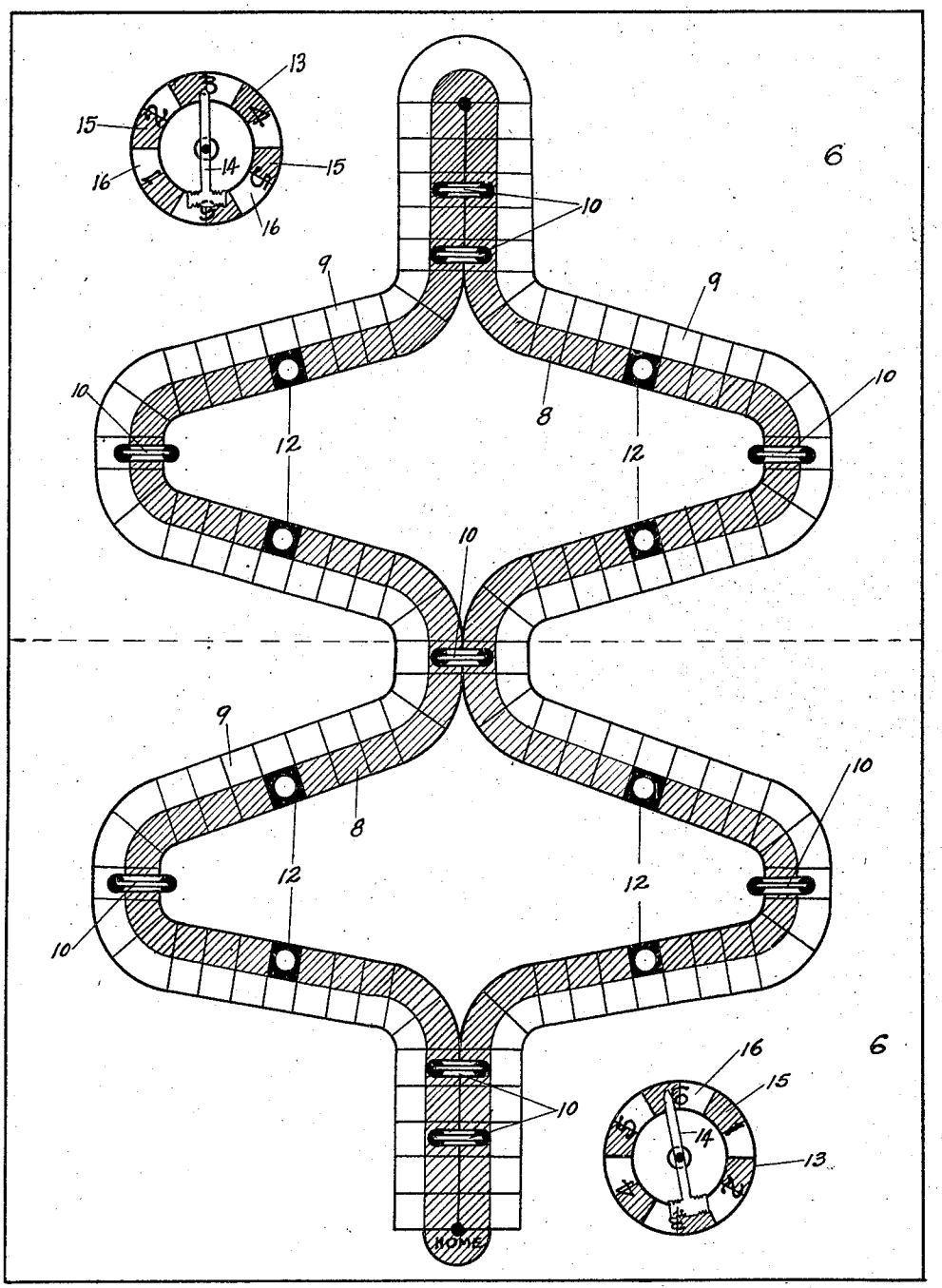


Fig. 1

Witnesses:
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B. G. Richards

Inventors:
Laurence F. Hanke & Warren J. Stinson
By Joshua R. H. Potts
Their Attorney.

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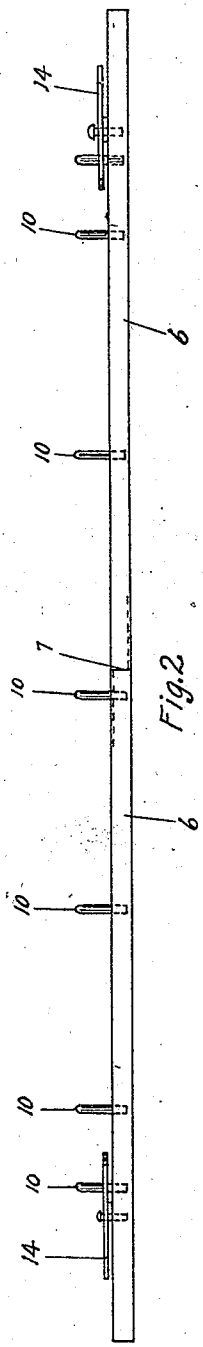


Fig. 2

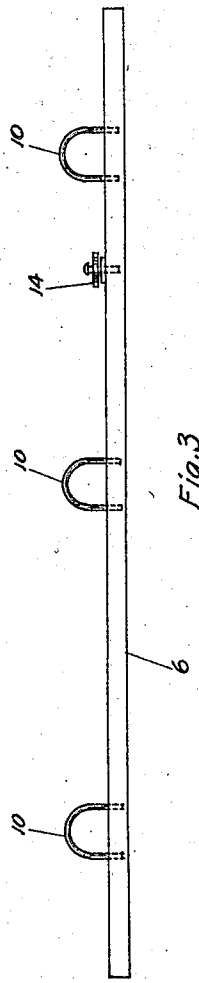


Fig. 3

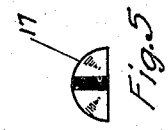


Fig. 5

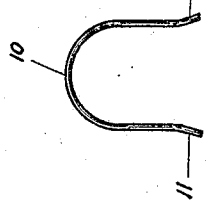


Fig. 4

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Patented Oct. 2, 1923. 1,469,301

UNITED STATES PATENT OFFICE.

LAURENCE F. HANKE AND WARREN J. STINSON, OF CHICAGO, ILLINOIS.

GAME.

Application filed April 17, 1920. Serial No. 374,729.

To all whom it may concern:

Be it known that we, LAURENCE F. HANKE and WARREN J. STINSON, citizens of the United States, and residents of the city of Chicago, county of Cook, and State of Illinois, have invented certain new and useful Improvements in Games, of which the following is a specification.

Our invention relates to improvements in games especially adapted for use indoors, and has for its object the provision of an improved game of this character which is interesting to the participants and capable of economical manufacture.

Other objects will appear hereinafter.

The invention consists in the combinations and arrangements of parts hereinafter described and claimed.

The invention will be best understood by reference to the accompanying drawings forming a part of this specification, and in which,

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

Fig. 2, a side view of said board,

Fig. 3, an end view of the same,

Fig. 4, an enlarged view of one of a plurality of wire wickets employed in conjunction with said board, and

Fig. 5, an enlarged view of one of a plurality of counters employed in the game.

The preferred form of construction, as illustrated in the drawings, comprises a game board 6 made in two parts hinged together at a central line 7 for folding. A double course is laid out on the field or face of this board, substantially in the form of a croquet grounds. The two courses 8 and 9 thus provided are distinctively colored and are divided into corresponding spaces by transverse lines, as indicated. Hazards, such as wire wickets 10 are detachably mounted on the board 6 over the inner course 8, as shown, said wickets being arranged to correspond with the wickets of an ordinary croquet ground. Each wicket is provided at its ends with divergent points 11 insertible in suitable sockets provided in the board 6, and whereby said wickets will be detachably held in place by the spring action thereof. Certain spaces 12, in the course 8, between the side and central wickets are distinctively marked, as shown, to constitute "booster" spots for use in the playing of the game. Suitable dials 13 are provided in opposite corners of the board 6 and co-operate with spinning indicators or arrows 14 roughly in the form of croquet mallets. Each of the dials 13 is divided into six equal spaces, and each of said spaces subdivided into divisions 15 and 16, which are distinctively colored to correspond with the coloring of the courses 8 and 9, the subdivisions 15 being colored to correspond with the course 8, and subdivision 16 colored to correspond with the course 9. Suitable counters or men 17, substantially in hemispherical form, and colored in imitation of ordinary croquet balls, are provided for use in the game, one of said counters or "balls" being provided for each participant in the game. In playing the game, each participant spins one or the other of the indicators 14 and is entitled to move in accordance with the subdivision over which the point of the indicator stops, the course on which he moves being determined by the color of said subdivision. Thus, if the indicator stops over a subdivision 16, the player must move on the corresponding course 9, and if the indicator stops over a subdivision 15, the player must move on the corresponding course 8, and the number of spaces moved in either case is determined by the general number of the space of the subdivisions. The wickets 10 are positioned only over the course 8, and can be passed only on said course, so that the stopping of the indicator over one of the subdivisions 16 corresponds with a bad shot in a game of croquet, and the stoppage of said indicator over one of the subdivisions 15 corresponds with a good shot. The counters will move forward or back on the different courses, and are transferred from one to the other in order to make the moves or manipulations to correspond with the numbers and colors indicated by the dial. When in the course of such moves it is possible for a player, by moving either forwardly or backwardly, to bring his counter legitimately at rest on one of the "booster" spots 12, this gives him an additional advantage in the game, such, for instance, as an additional turn or use of the indicator and another movement in correspondence with the result thereof. Various sets of rules may be devised and furnished with the game, or the participants may readily devise their own rules. The object of the game is for the participants, starting in from the position marked "Home," to move their counters completely around the course, passing successively through the

various wickets and returning to the "Home" position, the first one properly accomplishing this in accordance with the rules adopted, winning the game.

While we have illustrated and described the preferred form of construction for carrying our invention into effect, this is capable of variation and modification without departing from the spirit of the invention. We, therefore, do not wish to be limited to the precise details of construction set forth, but desire to avail ourselves of such variations and modifications as come within the scope of the appended claims.

Having described our invention, what we claim as new and desire to secure by Letters Patent is:—

1. A game comprising a field having parallel courses leading to a common destination, one of said courses being a favorable route and another of said courses being an unfavorable route said routes being of different colors; and indicating means having colors corresponding to said routes to determine the advance over one of the other of said routes, substantially as described.

2. A game comprising a field having parallel courses, one of said courses being a favorable route and another of said courses an unfavorable route, said routes being of different colors; hazards on said favorable route; and indicating means having colors corresponding to said routes to determine the travel over one or the other of said routes, substantially as described.

3. A game comprising a field having parallel courses delineated thereon, one of said courses being a favorable route and another an unfavorable route, said routes being of different colors; removable hazards disposed on said favorable route; and indicating means having colors corresponding to said routes to determine the travel over one or the other of said routes, substantially as described.

4. A game comprising a field; a double course laid out on said field substantially in the form of a croquet grounds and divided into spaces, some of the spaces on one of said courses being distinctively marked to indicate advantage points; suitable wickets detachably mounted on said one course; and counters movable on said course, substantially as described.

5. A game comprising a flat board foldable at the center; a double course laid out on said board substantially in the form of a croquet grounds, said courses being distinctively colored and divided into spaces, some of the spaces on one of said courses being distinctively marked; suitable wickets detachably mounted on said one course; counters movable on said course; a numbered dial on said board; and a spinning indicator co-operating with said dial, substantially as described.

6. A game comprising a field; a double course laid out on said field, said courses being distinctively colored and divided into spaces; counters movable on said course; a dial divided into spaces, said spaces being subdivided into subdivisions distinctively marked to correspond with said courses; and a spinning indicator co-operating with said dial, substantially as described.

7. A game comprising a field having parallel courses, one of said courses being a favorable route and the other an unfavorable route; hazards on said favorable route which must be negotiated to permit successful completion of said course; and means for determining by chance movements on said favorable or on said unfavorable courses, substantially as described.

In testimony whereof we have signed our names to the foregoing specification in presence of two subscribing witnesses.

LAURENCE F. HANKE.
WARREN J. STINSON.

Witnesses:
CLARENCE E. THREEDY,
ROSE K. TRIB.