Jan 6, 1931. G. E. HARRINGTON, JR 1,787,521

GAME

Original Filed June 21, 1928

Fig. 1.

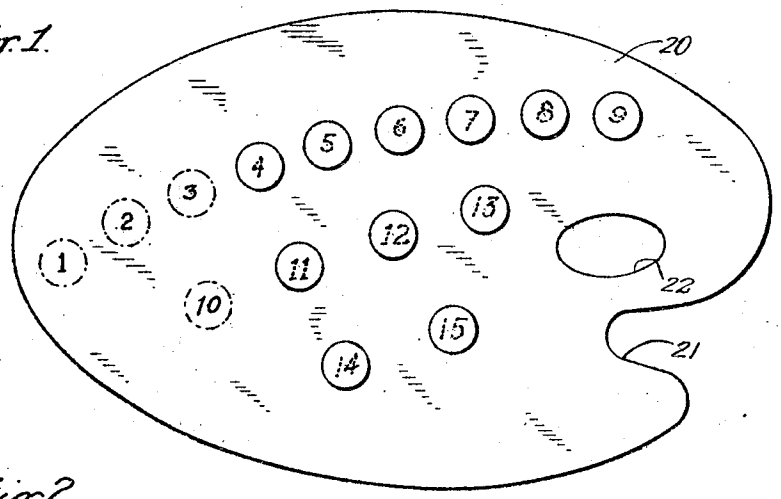


Fig. 2.

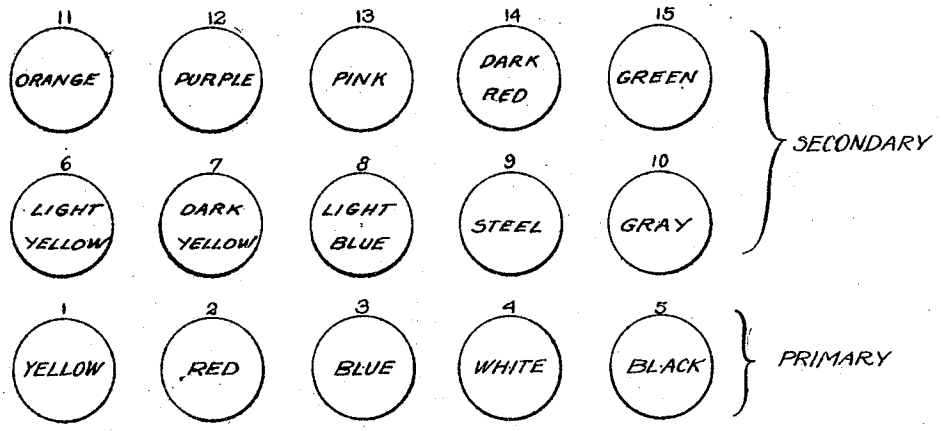


Fig. 3.

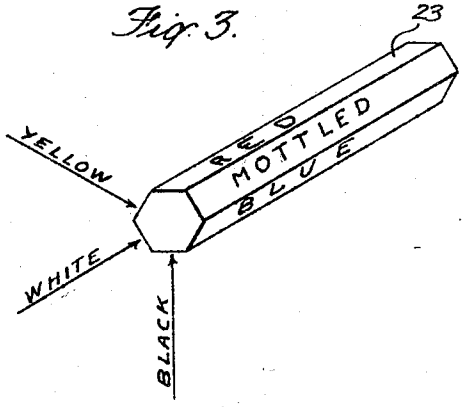
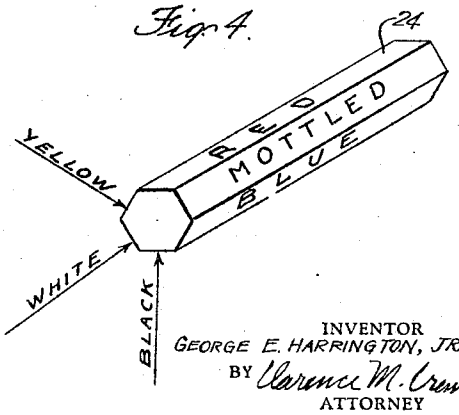


Fig. 4.



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UNITED STATES PATENT OFFICE

GEORGE E. HARRINGTON, JR., OF NEW YORK, N. Y., ASSIGNOR OF ONE-HALF TO CHARLES E. FISENNE, OF NEW YORK, N. Y.

GAME

Application filed June 21, 1928, Serial No. 287,134. Renewed November 7, 1930.

This invention relates to a game and has for its principal object to provide a game which can be played by two or more persons and in which interest will be sustained to the very end.

Other objects and advantages will hereinafter appear.

In the drawings forming part of this specification:

Figure 1 is a plan view of one of the players' boards with part of the markers thereon;

Figure 2 illustrates the fifteen markers which each player receives and places on his board;

Figure 3 is a perspective view of one of the pair of indicators used for controlling the playing of the game; and

Figure 4 is a similar view of the other indicator, the two indicators being identical.

The equipment for playing the game consists of a board 20 for each player, having the numerals from one to fifteen marked thereon as indicated. Each of these boards is preferably made to simulate an artist's palette, being provided with a notch 21 and an opening 22 therein. The notch and opening enable the boards to be held by the players as a palette is customarily held by an artist, so that the game can be played on a train or other vehicle, or under any other circumstances where a suitable table is not available.

Each player receives fifteen markers, which he places upon his board. Each of these markers is of a distinctive color. There are five markers of colors which will be herein referred to as primary colors, these being red, blue, yellow, white, and black, respectively. There are also ten markers of colors which are herein referred to as secondary colors, these being orange, purple, pink, dark red, green, light yellow, dark yellow, light blue, steel, and gray.

Each marker has a number on the back thereof to indicate the position in which it is to be placed on the board. The particular position assigned on the board is not important but it is desirable that all the boards shall be set up identically and according to a uniform rule so that the players may memorize the arrangement and thereby be enabled to locate the colors on their own and on their opponents' boards with facility.

The object of each player is to remove all of his own markers from his board before his opponents. The removal of the markers is controlled by the rolling of indicator sticks 23 and 24, shown in Figures 3 and 4.

Each of these sticks has six lateral faces, the faces of each stick being, respectively, red, yellow, white, black, blue, and mottled. The player who has first turn takes the two sticks in his hand and rolls them. If the same color comes uppermost on both sticks he is entitled to remove the marker of that color from his board. If different colors come uppermost, he is entitled to remove his secondary color formed by the combination of colors indicated by the sticks from his board. Thus the following combinations entitle him to remove the marker indicated:

Red and yellow	Orange
Red and blue	Purple
Red and white	Pink
Red and black	Dark red
Yellow and blue	Green
Yellow and white	Light yellow
Yellow and black	Dark yellow
Blue and white	Light blue
Blue and black	Steel
Black and white	Gray

The player having the sticks continues to roll them so long as the removal of either a primary or a secondary color is indicated, provided he still has the indicated color on his board. In case the indicated color has already been removed from his board, he loses the sticks to the next player to his left having that color still remaining on his board. Such player removes the indicated color from his board as if he had rolled it himself, takes the sticks and proceeds to roll them in similar manner to effect the removal of the markers from his own board.

Should a player roll the sticks so that the mottled side of either of them comes uppermost, he loses the sticks to the player at his left and is required to forfeit a counter. Should both mottled faces come uppermost simultaneously, he loses the sticks to the

player at his left, and is required to forfeit two counters.

The play thus proceeds until one of the players has succeeded in completely clearing his board of markers, whereupon he becomes the winner and is credited with a score equal to the total number of counters forfeited by all of the adverse players.

It will be seen that at each roll of the sticks there are thirty-six combinations possible, accounted for as follows: There is one chance that the double penalty will be indicated, ten chances that a single penalty will be indicated, two chances that any one of the ten secondary colors will be indicated making twenty chances that a secondary color will be indicated, and one chance that any given primary color will be indicated, making five chances that a primary color will be indicated.

It will be seen that the primary colors are twice as hard to remove as are the secondary colors and that a player who is apparently having a good run of luck in removing his secondary colors in the early part of the game is in danger of being overtaken and passed, particularly because of the difficulty which he may encounter in the removal of the primary colors.

The rules of play, moreover have a tendency to make the contest close at the end and to cause unexpected upsets. A player having his board cleared to a considerable extent finds it progressively more difficult to retain the sticks. Then too, each time that he rolls a color not useful to himself he is assisting an opponent by entitling such opponent to remove such color. The player who is ahead is in greatest danger of missing his turns with the sticks by having the sticks passed from the player at his right to a player at his left who is able to take advantage of a color rolled by the player at his right. Because of the frequent shifting of the relative standing interest toward the end of the game becomes more intense and the conclusion is climactic.

The player who misses his turns with the sticks most frequently or who loses the sticks by rolling colors already removed from his board has to some extent a compensating advantage in that he avoids the forfeiture of a large number of counters and therefore avoids having a large number deducted from his score at the end of the game. Preferably a series of games consisting of a pre-arranged number is played consecutively and the positive and negative scores of the players are carried over from game to game and totalled at the end of the series.

When played according to the above rules the game is intensely interesting to adults as well as younger folk. If desired, however, it may also be played by young children without score keeping and without penalties, the object being simply to see which child can clear his board first. When played by children the game is educational as well as entertaining, since it teaches the children the combinations formed by the primary colors.

It will be appreciated, of course, that other forms of indicators might be employed for deriving the indicated color combinations, as for example a pair of dice having colored faces, or a plurality of dials having colored sectors and provided with spinning pointers.

The sticks, however, are regarded as one important feature of the invention. They roll in more regular paths than dice and can therefore be recovered more conveniently. They are set into motion simultaneously and therefore afford less opportunity of securing a calculated result than would successively spun pointers.

While the employment of colored indicators and colored markers is regarded as a feature of the invention the indicia may be varied by employing combinations of numbers, or of letters, or of letters and numbers.

While I have illustrated and described in detail certain preferred forms of my invention, it is to be understood that changes may be made therein and the invention embodied in other structures, I do not, therefore, desire to limit myself to the specific constructions illustrated, but intend to cover my invention broadly in whatever form its principle may be utilized.

I claim:

1. In a game of the kind described, in combination, a set of markers of distinctive colors, certain of the markers having primary colors, and others having secondary colors, a pair of indicators, each bearing primary color indicia and adapted for simultaneous operation to indicate the primary colors and combinations thereof, to control the disposition of the markers.

2. In a game of the kind described, in combination, a set of markers of distinctive colors, certain of the markers having primary colors, and others having secondary colors, a pair of indicators, each bearing primary color indicia and adapted for simultaneous operation to indicate the primary colors and combinations thereof, to control the disposition of the markers, said indicators also bearing penalty indicia.

In testimony whereof I have affixed my signature to this specification.

GEO. E. HARRINGTON, JR.