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GAME BOARD WITH MOVABLE PIECES

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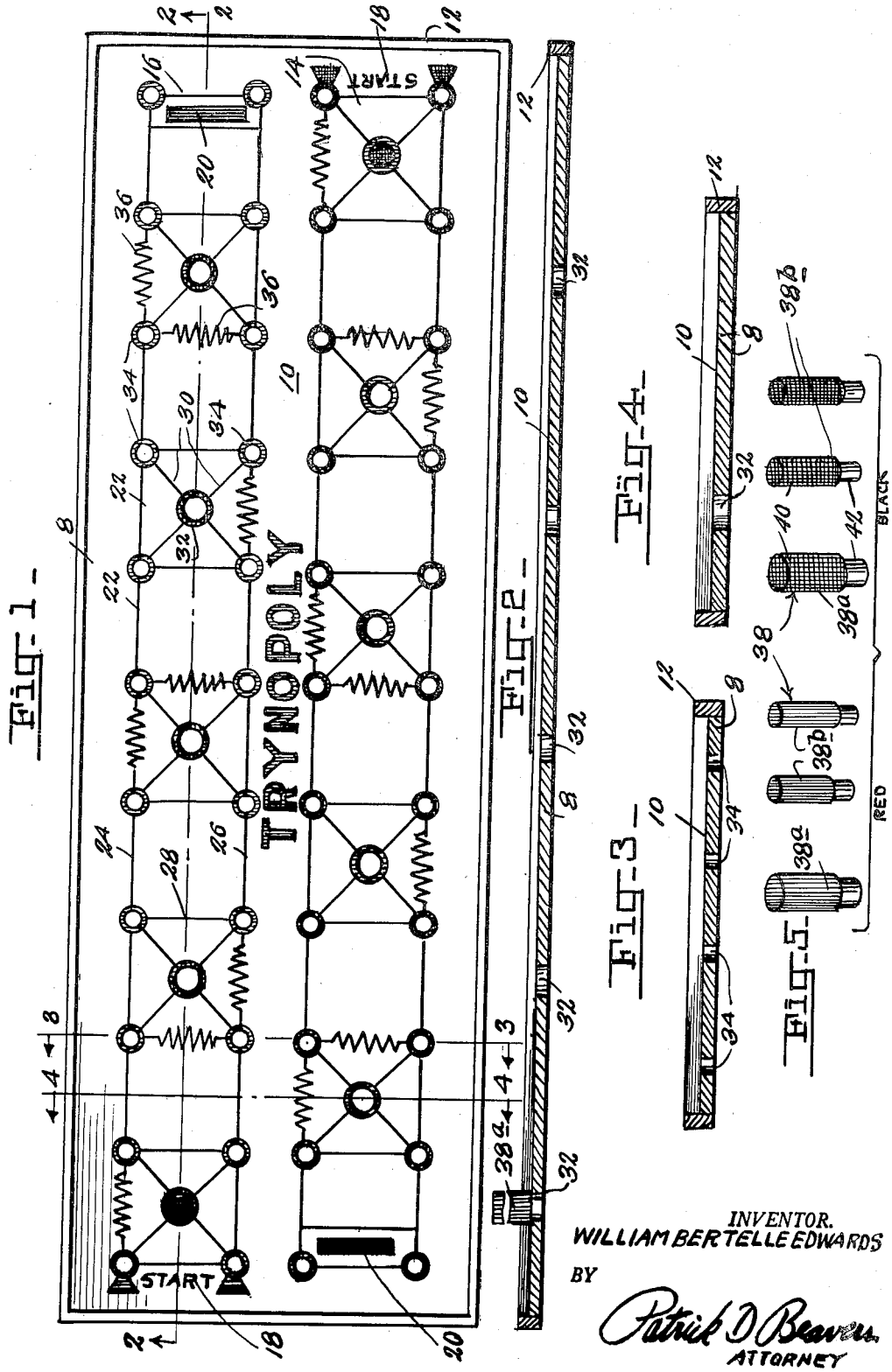


Fig-1

Fig-2

Fig-3

Fig-4

Fig-5

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GAME BOARD WITH MOVABLE PIECES

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1 Claim. (Cl. 273—131)

This invention relates to improvements in games of the type played by two participants and involves the provision of a novel type game board which is designed to produce with a minimum of space and playing pieces an exciting and skill requiring play.

An object of this invention is to provide a game board which embodies side by side playing surfaces over each of which two playing pieces are moved from a starting point to a finish by each participant, the other participant having a single blocking piece or guard to thwart the movement of his opponent's two playing pieces.

A further object of this invention is to provide a compact game board which forms the essential part of an easy game which while simple yet requires skill in producing perfect play.

These and ancillary objects are attained by this invention, the preferred embodiment of which is set forth in the following description and illustrated in the accompanying drawing, wherein:

Figure 1 is a top plan view of the game board;

Figure 2 is a longitudinal vertical sectional view taken on line 2—2 of Figure 1;

Figures 3 and 4 are cross-sectional vertical views taken on lines 3—3 and 4—4, respectively, of Figure 1, and,

Figure 5 is a grouped isometric showing of the game or playing pieces used with the game board in playing the game, which I call "trynopoly."

As shown in Figures 1 to 4, the game board 8 is flat and rectangular and has a playing surface 10 which is formed either by surface lines or markings or above surface mechanical means into two side-by-side rectangular playing parts 14 and 16. A peripheral upstanding flange 12 surrounds the sides and edges of the boad and forms an upstanding side and end rail above the playing surface 10. The playing paths are separate and distinct in design and playing purpose and each provides a path for the movement of game pieces from a starting point 18 at one end of each to a finish point 20 at the opposite end of each. The starting point 18 for the playing path 14 is oppposite the starting point 18 for the playing path 16.

Each of the playing paths is divided into blocks 22 by means of the parallel longitudinal side lines 24 and 26 of the paths and the equidistantly spaced transverse lines 28. Some of the blocks 22 are formed with crossed diagonal lines 30 in the center of which openings 32 are formed. At each intersecting point of the side lines 24 and 26 and the cross lines 28 openings 34, which are smaller in diameter than the openings 32, are formed.

Barriers 36 are provided for the blocks 22 in the form of zig-zag lines, either surface type, that is inscribed or the like, or raised mechanical type. The barriers run along both the side lines 24 and 26 of the blocks and the cross lines 28 in any desired fashion and serve to thwart the passage of the playing pieces.

As shown in Figure 1, the areas surrounding the openings 32 in the playing path 14 are colored red,

though any any other distinguishing color or design may be used, and, in this same respect, the areas surrounding the openings 32 in the playing path 16 are colored black. The lines 30 are similarly colored or designed in distinguishing fashion.

Playing pieces generally designated 38 are provided, as shown in Figure 5, and are colored or distinguished to cooperate with the particular playing path. The playing pieces are cylindrical and have top sections 40 and coaxially reduced peg ends 42 which are inserted in the openings. The playing pieces 38*a* are provided for insertion in the openings 32 and the playing pieces 38*b* are provided for insertion in the openings 34.

In playing the game, the playing pieces 38*a*, which I call guards, are inserted in the openings 32 and the playing pieces 38*b* are inserted in the side by side openings 34 at the starting points 18.

The playing pieces 38*a* are placed in the opposite playing paths in the openings 32 and serve as guards in the blocks 22 to prevent diagonal movement of the opponent's playing pieces 38*b*. In this respect, the barriers 36 bordering such blocks prevent cross-wise movement of the playing pieces from an opening 34 at one end thereof to an opening 34 at the opposite end thereof.

The players take turns moving their game pieces 38*b* from the starting point to the finish line along the lines 24, 26 or cross lines 28 or diagonal lines 30, the first one to place both of his playing pieces 38*b* at his finish line being the winner. The movement of the playing pieces 38*b* may be mixed up as desired, with one being moved a number of times to the exclusion of the other. The opponent uses his guard 38*a* to thwart the movement of the pieces 38*b* which movement is also hindered by the barriers 36.

What I claim is:

A game board comprising a flat playing surface formed into two parallel separate rectangular playing paths, each having a starting and finishing point at opposite ends, the starting and finishing points of one path being opposed to the starting and finishing point of the other path, first playing pieces, each of said playing paths being formed by longitudinal spaced side lines along which said first playing pieces are moved, and transverse lines disposed in spaced fashion between the longitudinal lines and forming cross lines over which said first playing pieces are moved, and resting stations formed at the intersecting points of the side lines and transverse lines, said transverse lines and longitudinal lines forming squares, some of which are provided with diagonal lines, second playing pieces, resting stations for said second playing pieces formed at the intersection of said diagonal lines, and said last-named resting stations being aligned in a straight line centrally between the side lines, and barriers formed on some of the sides of said squares for preventing movement of the game pieces thereon, said board having openings therein at the corner portions of each of said squares, said board having an opening therein at each resting station, said playing pieces each comprising a cylindrical top section and a coaxially reduced peg end, said peg ends being receivable in said openings.

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