Nov. 20, 1923. 1,474,539

C. McKAY

MARINER'S GAME

Filed Dec. 9, 1921

Fig. 1.

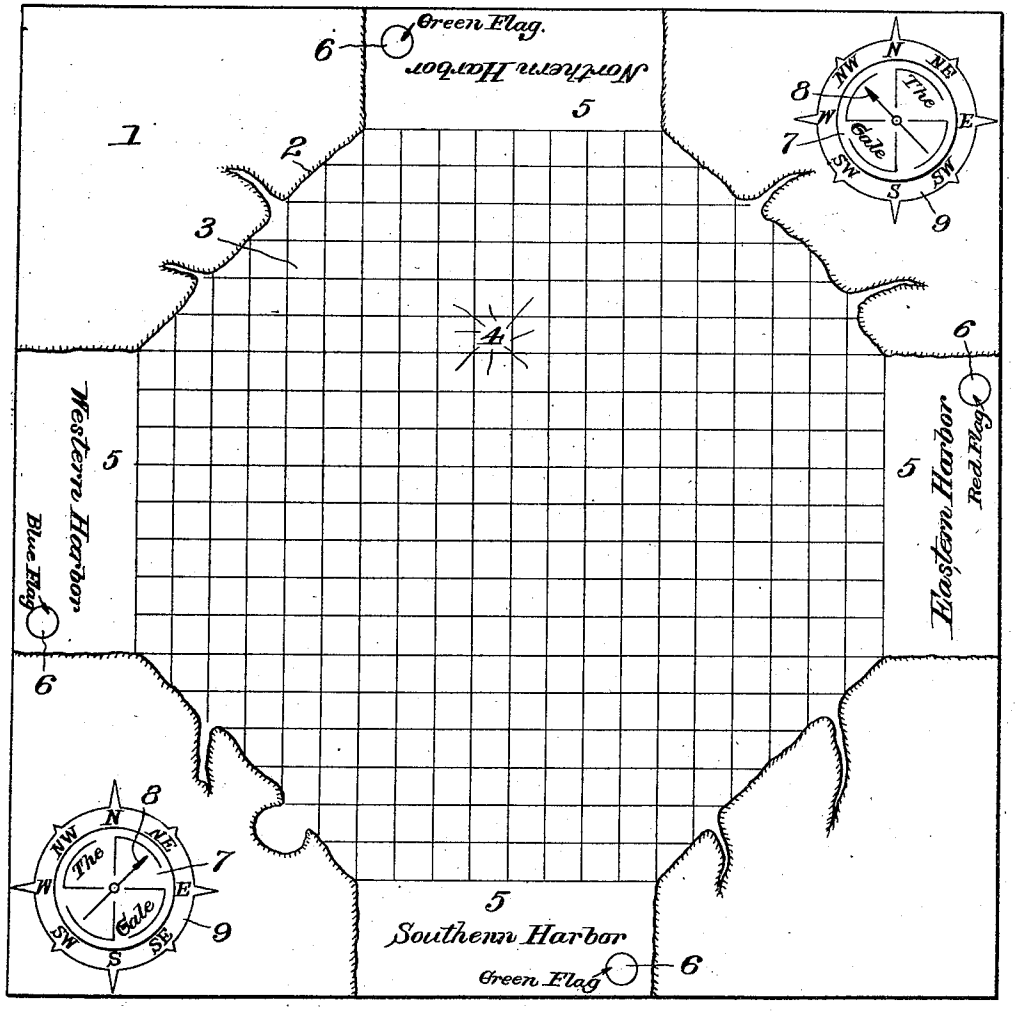
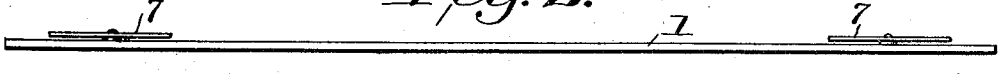


Fig. 2.



10 Fig. 3.

Inventor
Chester McKay,
By Frederick V. Winters,
Attorney

Patented Nov. 20, 1923. 1,474,539

UNITED STATES PATENT OFFICE.

CHESTER McKAY, OF BROOKLYN, NEW YORK.

MARINER'S GAME.

Application filed December 9, 1921. Serial No. 521,112.

To all whom it may concern:

Be it known that I, CHESTER McKAY, a citizen of the United States, residing at Brooklyn, in the county of Kings and State of New York, have invented certain new and useful Improvements in Mariners' Games, of which the following is a full, clear, and exact specification.

This invention relates to games, and has for its object to provide a novel form of game-board and chance device to be used therewith for amusement and instruction in the relative directions or points of the compass.

The game may be known as mariner's game, the board carrying the representations of coast lines, and the chance devices being in the nature of spinning indicators having dials resembling a mariner's compass, while the spinning element resembles the needle of a compass.

The invention will be first hereinafter described in connection with the accompanying drawings, which constitute part of this specification, and then more specifically defined in the claims at the end of the description.

In the accompanying drawings, wherein similar reference characters are used to designate corresponding parts throughout the several views:

Figure 1 is a plan view of a game-board illustrating the preferred embodiment of this invention.

Figure 2 is an edge view of said board, and

Figure 3 is a detailed plan view of one form of game-piece that may be used in playing the game.

The board 1 is preferably made square and has coast lines 2 indicated on its surface across each of the corners. The surface of the board within said coast lines is ruled vertically and horizontally forming squares 4 covering the surface 3. The corner portions of the board outside the coast lines 2 may be left blank, as well as portions 5 between adjacent coast lines at the middle of each side of the board. These blank spaces 5 may be designated as harbors, the one at the bottom of the board being marked "Southern harbor", the one at the top being designated "Northern harbor", while the ones at the right and left hand sides of the board are marked "Eastern harbor" and "Western harbor", respectively.

Each of the four harbors 5 may bear the representation of a flag of a different color, or opposite harbors may bear flags of the same color, if desired. As shown in Figure 1 these flags are indicated by circles 6 and the colors printed beside said circles. The flags in the southern and northern harbors are both marked "Green flag", while the flags in the eastern and western harbors are marked "Red flag" and "Blue flag", respectively. It will be understood that the flags in the eastern and western harbors may be colored alike, so as to adapt the game to be played by two pairs of partners, or the southern and northern harbors may have flags of different colors adapting the game to be played by individuals. The game pieces 10, which may be circular and of a size to fit the squares 4 of the checkered surface of the board, as shown in Figure 3, are preferably colored to correspond with the flags in the respective harbors, so that the player at each side of the board may use differently colored game-pieces from those used by the other players, or opponents.

Dial indicators 7 are arranged in the blank corner spaces of the board, preferably at diametrically opposite corners, said dials resembling a mariner's compass and having their marginal portion radially divided to show the four principal points of the compass, north, south, east and west, and the four intermediate points of the compass, NW., NE., SW. and SE., as indicated at 9. An indicating arrow 8 is swiveled at the center of each of the indicators dials 7 so that it may be conveniently spun by the players. Each indicator may be known as "The gale" and marked accordingly.

The novel feature of this game is that the game-pieces or "men" are to be moved at each play a predetermined number of spaces but the direction in which the move is to be made is governed by the compass-like spinner or indicator and expressed in terms of the points of the compass. The following set of rules may be used to govern the playing of the game:

1. Two, three or four may play.

2. Each player sits at one of the four sides of the board with one of the harbors directly in front of him.

3. Each player is furnished with one or more game-pieces which he places on the margin of the board nearest him.

4. The object of the game is to move the game-pieces across the board to the margin directly opposite, and the first player who succeeds in doing this wins the game.

5. The game-pieces shall be moved, one at each turn, in the direction shown by the spinner or indicator as follows: ahead, 5 spaces; diagonally ahead, 3 spaces; to the side, 2 spaces; to the rear (either directly or diagonally), 1 space.

6. The player using the Northern Harbor starts first, then the players at the eastern, southern and western sides of the board follow in turn.

7. Any game-piece driven off the ruled or checkered surface of the board must return to its starting place.

8. When a player has two or more game-pieces on the board, he may move either one.

I claim:

1. The combination with a game-board having a checkered surface, of game-pieces, and an indicator bearing indicia for governing the longitudinal and lateral directions in which the game-pieces are to be moved a predetermined number of spaces.

2. The combination with a game-board having its surface checkered, of game-pieces, and an indicator bearing indicia for governing the longitudinal, lateral and diagonal directions in which the game-pieces are to be moved a predetermined number of spaces.

3. The combination with a game-board having coast lines indicated across its corners and its surface within said coast lines checkered, there being spaces between the adjacent coast lines at each side of the board serving as starting places and goals, of game-pieces, and an indicator bearing indicia for governing the longitudinal, lateral and diagonal directions in which the game-pieces are to be moved a predetermined number of spaces.

4. The combination with a game-board having coast lines indicated across its corners and its surface within said coast lines checkered, there being harbor spaces between the adjacent coast lines at each side of the board designated according to the principal points of the compass and serving as starting places and goals, of game-pieces, and an indicator bearing indicia for governing the longitudinal, lateral and diagonal directions in which the game-pieces are to be moved a predetermined number of spaces.

5. The combination with a game-board having coast lines indicated across its corners and its surface within said coast lines checkered, there being spaces between the adjacent coast lines at each side of the board serving as starting places and goals, of distinctive markings in each of said spaces, game-pieces correspondingly marked for use by different players, and an indicator bearing indicia for governing the longitudinal, lateral and diagonal directions in which the game-pieces are to be moved a predetermined number of spaces.

In testimony whereof I have signed my name to this specification.

CHESTER McKAY.