APPLIANCE FOR PLAYING GAMES

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This invention relates to a game having a game board with playing pieces and in which plays are determined with a die such as a cube having colors on the different sides, and in particular a game board having a hexagonal center area with a border of different colors providing a continuous track and with a plurality of hexagonal shaped playing fields also having borders of different colors positioned around the center hexagonally shaped area, a playing piece in the form of a tiger, and with a common playing piece representing a barrier.

The purpose of this invention is to provide a game in which a playing piece travels around a continuous track having colored divisions therein and is captured by a player throwing a die and turning up a color corresponding to the color of the station of the player when such color is the same as that upon which the playing piece is positioned.

Various types of game boards have been provided where playing pieces travel continuously around tracks, however, in order to increase interest in a game of this type this invention provides an endless center track with corresponding endless tracks on playing fields positioned around the center track and in which a player of the game wins the game by throwing a color, with a die, corresponding with the predominating color of the field of the player at the time the playing piece, such as a tiger, is positioned on the section of the player's track corresponding with the field of the player.

The object of this invention is, therefore, to provide means for forming a plurality of game tracks around a center area having a game track corresponding with game tracks positioned around the area and in which a common barrier is adapted to be removed to admit a common playing piece when any player throws a color corresponding with the color the barrier is on.

Another object of the invention is to provide an improved game board in combination with playing pieces wherein the game may be played by a plurality of players.

A further object of the invention is to provide an improved game having a game board in combination with playing pieces and a die in which the game is of a simple and economical construction.

With these and other objects and advantages in view the invention embodies a game board having a centrally positioned hexagonal area with a track extended around the area and with a plurality of similarly shaped fields positioned against the sides of the center area, also having tracks corresponding with the track of the center area and having different colors displayed thereon.

Other features and advantages of the invention will appear from the following description taken in connection with the drawing, wherein:

Figure 1 is a plan view of the improved game board.

Figure 2 is a view of a playing piece, shaped to represent a tiger and adapted to travel around the paths of the areas of the board.

Figure 3 is a view illustrating another form of playing piece which represents a barrier and which is adapted to be used by each player with the barrier positioned on the colored field of a player.

Figure 4 is a detail illustrating a die adapted to be used for playing the game.

Referring now to the drawing wherein like reference characters denote corresponding parts the improved game board of this invention includes a body having a center area with a continuous track including sections and 12, 13, 14, 15, 16, 17 thereof and a plurality of hexagonal fields 18, 19, 20, 21, 22, and 23 positioned around the center area with each field having a continuous path corresponding with the path around the center area and also having a colored area in the fields 18, 25 in the field 19, 26 in the field 20, 27 in the field 21, 28 in the field 22, and 29 in the field 23 whereby each field is designated by a different color.

The game of this invention also includes a playing piece, as indicated by the numeral 30, a barrier including a plate 31, the lower edge of which is positioned in a groove 32 in a base 33, and a die as indicated by the numeral 34 with each of the surfaces of a die having colored areas as indicated by the numeral 35.

The game is played as follows:

Each player picks his place by choosing one of the colored fields of the outer hexagonal areas. The die is now thrown by any player, and if the tiger is then placed on the color indicated by the die, placing the tiger on that color in the path on the center hexagonal area. The player on whose color the tiger now stands takes the barrier and places it on the colored field of the player at the opposite side of the hexagonal area.

Movement of the tiger

The player on whose color the tiger now stands throws the die and the tiger is placed in the hexagonal path of the player whose color is turned up. Should the barrier color be thrown when the tiger is in the center hexagonal path, the tiger remains in the center hexagonal path but is placed on the color thrown; the player then places the barrier and the game continues, starting on that color in the outer hexagonal path which is parallel with and adjacent to the same color in the inner hexagonal path, so as to travel in a clockwise direction one color at a time.

If the person whose color the tiger is on throws his own color or the color of the circle in the hexagonal path in which the tiger is traveling, he will take the tiger from the other player and place it in his own hexagonal path on that color which is parallel with and adjacent to the same color in the inner hexagonal path, otherwise the tiger moves forward one space and the next player takes his turn. However, should any player at any time turn up the color the barrier is on, the player on whose color the barrier stands is out of the game until someone throws his color. When this happens he may place the barrier on the colored center of any player he wishes but the barrier must not be placed until after the tiger has moved and it must be placed before the next player makes his throw otherwise he retains the barrier and is still out of the game.

Should the tiger land on the color which corresponds to the one the barrier is on, then the player in whose hexagonal path the tiger is traveling throws the die in place of that player and if he throws his own field color he places the tiger in his colored field. He then throws again and should he again throw his own color he stops that tiger and wins the game. However, if he throws any other color the tiger is placed on that color in the inner hexagonal path and the game proceeds as before, otherwise, the tiger continues on around the path. Should it reach the player's own color, he will place it in his colored field and if he then throws his color he stops
that tiger and wins the game. Should he throw any other color the tiger is placed on that color in the inner hexagonal path and the game continues as before.

The color on which the tiger stands indicates the player next to play.

The player who last throws the die must move the tiger.

The barrier cannot be placed in the colored center of a hexagonal path in which the tiger is traveling.

The term barrier color means the colored center that the barrier happens to be on at that particular time.

With six players playing the game each player uses one playing field or hexagon; with two players, each player uses three hexagons or fields; with three players each player would use two hexagons or fields; and with four or five players each player would use one hexagon or field, with the tiger passing over colors of the fields not being used.

It will be understood that modifications, within the scope of the appended claim, may be made in the design and arrangement of the parts without departing from the spirit of the invention.

What is claimed is:

In a game, the combination which comprises a rectangular shaped game board having a hexagonally shaped center area, a plurality of hexagonally shaped areas surrounding said center area, said center area having adjacent its outer periphery a plurality of portions each having a different color, each of the hexagonally shaped outer areas having adjacent its outer periphery a continuous track with sections of equal size therein, the sections of the track having the same color as the adjacent portions of the center area, each section of the track having a different color from the other sections of the track, each of the surrounding hexagonally shaped areas having a circular area in the center thereof, each of the circular areas of each hexagonally shaped area having a different color from the other circular areas, a barricade having spaced transversely disposed strips thereof adapted to be positioned at the meeting edges of the centrally positioned area and one of the surrounding hexagonally shaped areas, a cube having colored areas on the sides thereof adapted to be used to determine the color of the station of a following player, and a playing piece representing an animal adapted to be positioned on the colored sections of the track of the hexagonally shaped areas.

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