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O. D. SORELL

GAME BOARD FOR GAME PIECES AND SURFACE PROJECTILES

Filed May 12, 1926

Fig. 1.

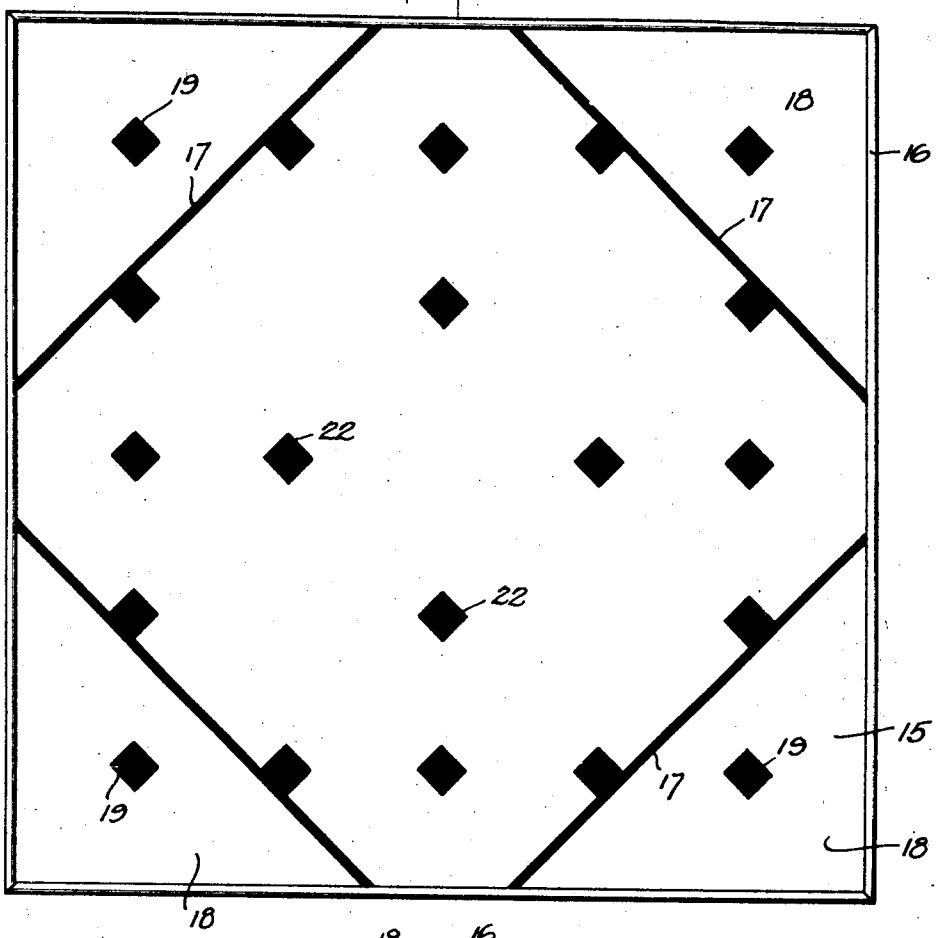
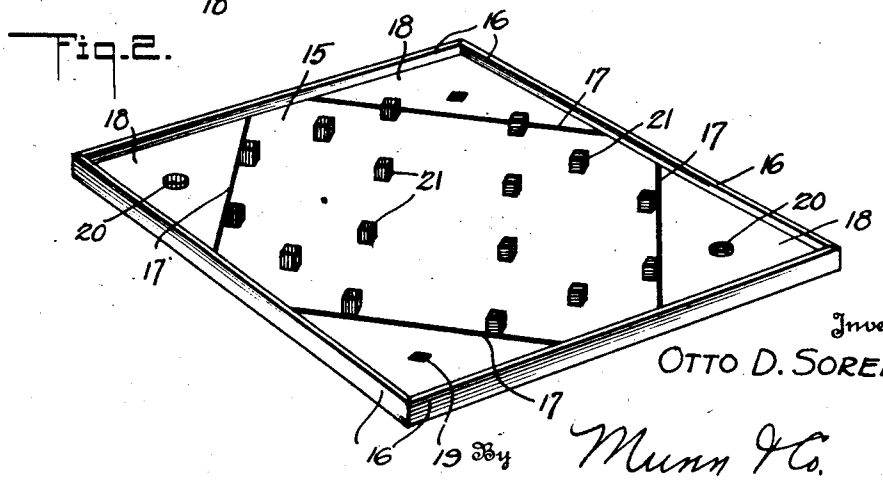


Fig. 2.



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UNITED STATES PATENT OFFICE.

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GAME BOARD FOR GAME PIECES AND SURFACE PROJECTILES.

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My invention relates to and has for its purpose the provision of a game board which permits the playing of a great number of games, each requiring the skillful manipulation of surface projectiles to knock game pieces from predetermined positions on the board, my invention being characterized by the checkered surface of the board and the positioning of game pieces for each player thereon and in respect to the game pieces of other players so as to necessitate unusual skill in the manipulation of each projectile in knocking the game pieces of another player from the respective characters without knocking his own game pieces from the respective characters on the game board.

I will describe only one form of game board embodying my invention, and will then point out the novel features thereof in claims.

In the drawings

Figure 1 is a view showing in top plan one form of game board embodying my invention;

Figure 2 is a perspective view of the game board, with the game pieces and projectiles in starting position.

Referring specifically to the drawings, my invention in its present embodiment comprises a board constructed of any suitable material, comprising a flat body 15 preferably of square form, with its edges provided with upstanding and co-extensive lips or flanges 16. The surface of the body 15 has formed thereon lines 17 extending diagonally with respect to the corners of the board so as to provide triangular spaces 18 at the outer sides of the lines and a substantially square field between the lines. In each space 18 is a character 19 for positioning a disk shaped projectile 20 (Figure 2), and from which the projectile is adapted to be projected inwardly of the board for knocking game pieces 21 from characters 22 formed in the field of the board or in the square defined by the diagonal lines 17.

The characters 19 and 22 may be formed on the surface of the board in any suitable manner, such as by painting or printing, and in the present instance I have shown such characters of square form. The characters 22 for positioning the game pieces are arranged in two groups, with the characters of each group arranged in rows parallel to the lines 17 and alined with respect to the characters of the other group, although it is to be understood that the characters may be arranged in any desired manner without departing from the spirit of the invention.

The game pieces 21 are shown as of cubical form, and when placed on the game board in proper positions cover the characters 22 as illustrated in Figure 2, so that they occupy the same positions as the characters in their original playing positions.

One method of playing the game is as follows: In Figure 2 I have shown the groups of game pieces of two different colors—red and blue—and the corresponding projectiles 20 of the same colors. When two persons are playing the game they are positioned at opposite corners of the board, and with the projectiles on the characters 19 the players, by resting one of their hands on the flanges 16 of the board, may position one of their fingers in propelling relation to the respective projectile so that by flicking the finger the projectile will be propelled forwardly on the board with sufficient force to displace any game piece which it strikes from its corresponding character 22. The object of each player is to displace the game pieces of the other player from the characters 22 by manipulation of his projectile 20, and because of the arrangement of the two groups of characters one with respect to the other it will be manifest that it requires considerable skill in the manipulation of the projectiles to displace the game pieces from the characters. It is necessary that each player shoot between the game pieces of his own group before reaching the game pieces of the group of the opposing player so that considerable skill is required by each player in displacing the game pieces of the opposing player.

It will be understood that as many as four players may engage in the playing of the game and that any arbitrary arrangement the game pieces of the respective players may be effected so long as the game pieces are positioned upon the characters 22.

Although I have herein shown and described only one form of game board embodying my invention, it is to be understood that various changes and modifications may be made without departing from the spirit of the invention and the scope and spirit of the appended claims.

I claim:

1. A game comprising a board of square outline, upstandnig flanges on the edges of the board, lines extending substantially par-

allel to and spaced from the diagonals of the board to provide spaces between the lines and the edges of the board and a field between the lines, characters within the spaces and other characters within the field, game pieces positioned on the characters within the field, and projectiles positioned on the characters within the spaces and adapted to be projected over the surface of the board for displacing the game pieces from the respective characters.

2. A game board having a flat surface of square outline, upstanding flanges on the edges of the board, straight lines extending substantially parallel to and spaced from the diagonals of the board and to its edges at points spaced from each other to provide spaces between the lines and edges of the board and a field between the lines, projectile positioning characters within the spaces and game piece positioning characters within the field arranged in two groups, with the characters of each group disposed in rows parallel to each other and to the said diagonally extending lines, games pieces positioned on the characters in the field, and projectiles positioned on the characters in the spaces and adapted to be projected over the surface of the board for displacing the game pieces from their respective characters.

3. A game comprising a board of rectangular outline, straight lines extending substantially parallel to and spaced from the diagonals of the board to provide spaces between the lines and edges of the board and a field between the lines, characters within the field on which game pieces are adapted to be initially positioned, and other characters within the spaces on which projectiles are adapted to be positioned for manual projection over the surface of the field to displace the game pieces from their respective characters.

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