

R. S. CROCKER.
GAME.

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998,233.

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Fig. 1.

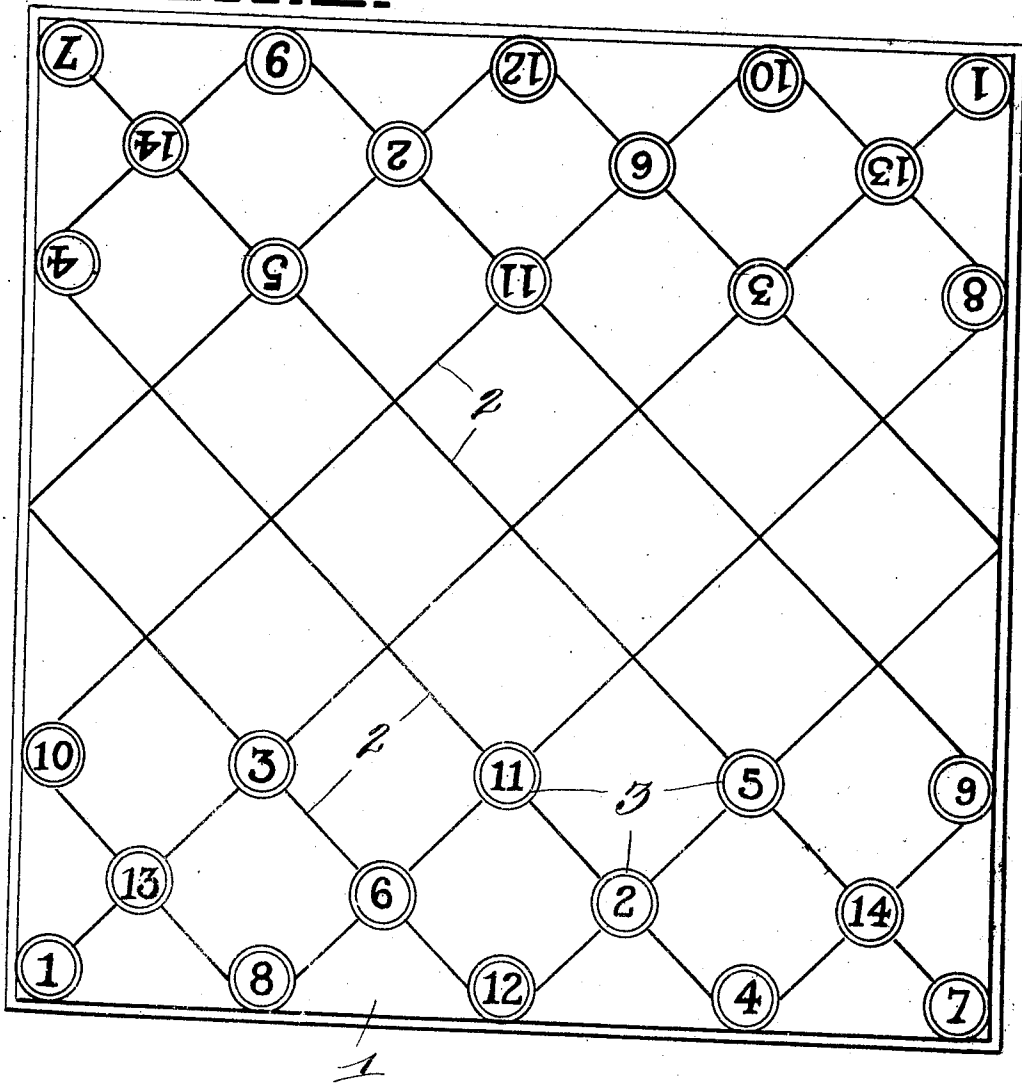


Fig. 2.



Witnesses

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GAME.

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To all whom it may concern:

Be it known that I, RAY S. CROCKER, a citizen of the United States, residing at Wellington, in the county of Lorain and State of Ohio, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification, reference being had to the accompanying drawings.

My invention relates to new and useful improvements in games, and more particularly to a numerical game apparatus comprising a board having a plurality of numbered spaces thereon and a series of numbered playing pieces therefor, and my object is to provide a game of this character which is extremely interesting and one which requires considerable thought in the playing thereof.

A further object is to provide a board having a plurality of numbered spaces thereon and a plurality of playing pieces having numbers thereon corresponding to the numbers on said board.

A still further object is to provide a board with two sets of like numbers and to provide the playing pieces with numbers on one side thereof only.

Other objects and advantages will be hereinafter referred to and more particularly pointed out in the specification and claim.

In the accompanying drawing forming a part of this application, Figure 1 is a top plan view of the board used in my improved game apparatus, and, Fig. 2 is a detail perspective of one of the playing pieces.

In carrying out my invention, I shall refer to the drawing in which similar reference characters designate corresponding parts throughout the several views and in which—

1 indicates a board of any desired size and shape, the same being shown square in the drawing for convenience. Said board is provided thereon with a plurality of diagonal intersecting lines 2 and at the intersections of said diagonal lines 2 from two opposite sides of the board are the circular spaces 3, in which spaces are printed numbers ranging from 1 to 14. This provides two sets of spaces, each set being numbered from 1 to 14, and most of the spaces are positioned so that a certain number of spaces in one set correspond in position to similarly numbered spaces in the opposing set, the

purpose of which will be hereinafter described. As there are twenty-eight spaces, I also provide twenty-eight playing pieces 4 which comprise two sets numbered from 1 to 14, respectively, to correspond with the numbers on said board. In order to distinguish one set of playing pieces from the other, said sets are colored differently, and the numbers thereon are printed on one side only.

In playing the game, which is to be played by two persons, each player takes a side of the board and collecting all the playing pieces of the same color, places the same in the respective circular spaces 3 on said board, so that the numbers on said pieces correspond to the numbers in said spaces. The playing pieces are placed on the board with the numbers thereon facing downwardly and each player moves his "men" or playing pieces alternately on the diagonal lines 2 to the points of intersection thereof, each move comprising the movement of a playing piece from one intersection to another.

As the playing pieces of the opposing sides are moved toward one another, the "men" of one side may be "jumped" by the "men" of the opposing side should they be met unprotected, that is, not followed immediately by another "man" or playing piece. It is the object of each side to place as many "men" as possible on the numbered spaces of the opposing side, and as soon as a "man" of one side reaches the numbered space of the opposing side, it is, of course, free from the possibility of being "jumped" by the opposing "men".

Although it is the object to move the "men" of one side so that the same will have destinations in one of the numbered spaces of the opposing side, it is also the main object to place the "men" in spaces corresponding in number thereto. In view of the fact that the numbers on the playing pieces are turned down, so that the same are out of view, it will, of course, be a question of memory as to placing the "men" in the proper correspondingly numbered space of the opposite side, and thus quite a mind training will be gained through the playing of this game.

It is, of course, an advantage in the playing of the game to remove the "men" from their original places as fast as possible, for as soon as the opposing "man" is seated in

a number, it will be sufficient to partly block the "men" therebehind, and in the endeavor of each side to place as many "men" as possible upon the numbered spaces of the opposing side, quite a number of the same will be eliminated through the "jumping" method.

When as many "men" as possible on one side have been placed on the numbered spaces of the opposing side, the game is stopped and the playing pieces turned to see how many thereof correspond in number to the numbers in the spaces in which they are placed. The numbers on the playing pieces which have been "jumped" are added by the respective sides and are then added to double the amount of those which have been moved on the spaces corresponding in number thereto. The player having the largest number may be considered the winner of the game, but, of course, any limit desired may be set as the final winning score, so that a series of such games, as just described, may constitute a single game, when so desired.

From the foregoing description of the playing of the game, it will be seen that it is necessary for each player to retain in his mind the numbers of the various playing pieces so that he may place the same in the correspondingly numbered spaces of the opposing side, thus requiring considerable

thought in the playing thereof. Although I have stated that most of the numbered spaces of each set correspond in position to similarly numbered spaces of the opposing set, it will be understood that such is not necessary and the game will become more difficult as the spaces are promiscuously numbered.

The game, it will be seen, is extremely simple so far as the understanding of the playing is concerned, but in view of the thought required to properly play the same, it will be interesting to both young and old.

What I claim is:—

A numerical game apparatus comprising a board having a plurality of circular spaces thereon arranged in sets, the spaces in each set being numbered in like series and certain of the like numbered spaces in said sets being correspondingly disposed, and sets of playing pieces numbered on one side thereof to correspond with the numbers in said spaces.

In testimony whereof I hereunto affix my signature in the presence of two witnesses.

RAY S. CROCKER.

Witnesses:

J. T. HASKELL,

CHAS. G. JAMIESEN.