Oct. 13, 1925. 1,557,014

C. H. BÖHN

GAME

Filed May 6, 1925

Fig. 1.

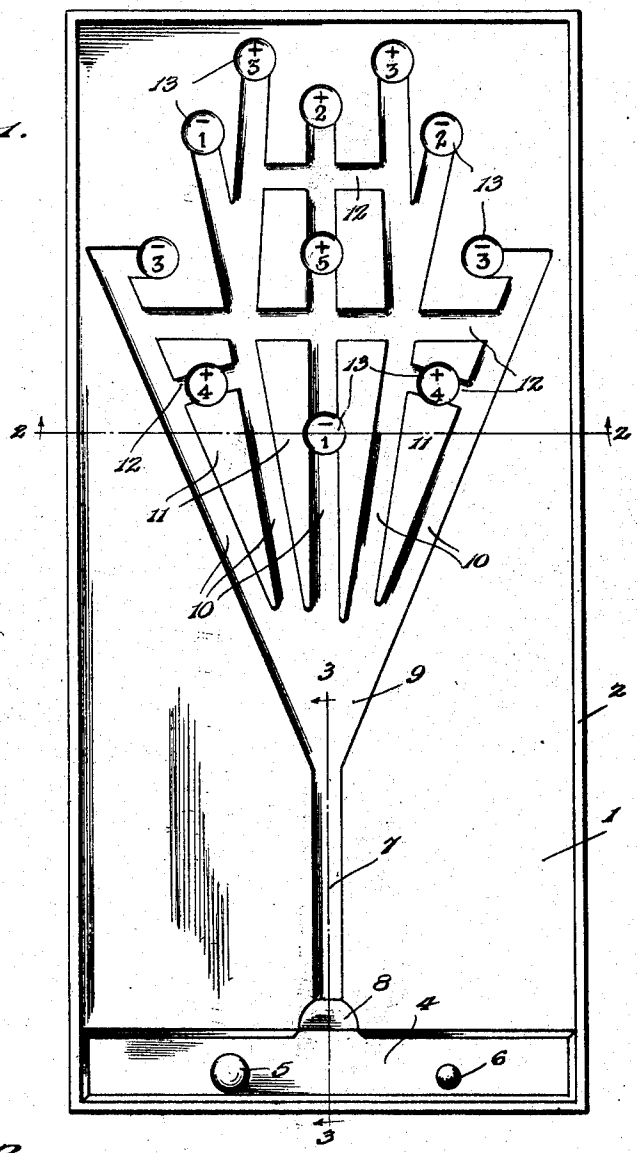


Fig. 2.

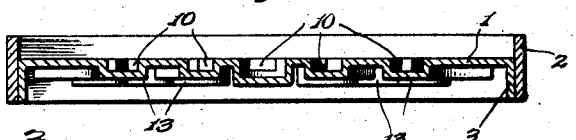
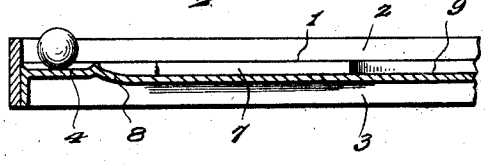


Fig. 3.



Inventor

C. H. Böhn.

By

Lacey & Lacey, Attorneys

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UNITED STATES PATENT OFFICE.

CHARLES H. BÖHN, OF SAGINAW, MICHIGAN.

GAME.

Application filed May 6, 1925. Serial No. 28,463.

To all whom it may concern:

Be it known that I, CHARLES H. BÖHN, a citizen of the United States, residing at Saginaw, in the county of Saginaw and State of Michigan, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to a game of the type in which counting members are caused to roll along a game board and into scoring pockets having varying values, and one object of the invention is to provide a game board having a novel arrangement of trackways leading from a compartment at one end of the game board to the scoring pockets.

Another object of the invention is to provide a game in which the counters consist of a large ball and a small ball, it being intended that the large ball shall precede the small ball from the compartment to the scoring pockets. This requires skill on the part of the person operating the game.

Another object of the invention is to so arrange the trackways that the counters may by skillful operation of the board be caused to move into certain scoring pockets having a greater scoring value than other pockets.

Another object of the invention is to provide a playing board which can be formed of sheet metal stamped to provide the compartment and pockets and trackways leading to the pockets.

This invention is illustrated in the accompanying drawing, wherein

Figure 1 is a top plan view of the improved game board with the counters deposited in the compartment at one end thereof;

Fig. 2 is a transverse sectional view through the game board taken on the line 2—2 of Fig. 1, and

Fig. 3 is a longitudinal sectional view taken on the line 3—3 of Fig. 1.

This improved game includes a playing board 1 which in the preferred form will be formed of stamped sheet metal but may be formed of any suitable material. About the marginal edges of the board is provided a wall or rim 2 which may be formed integral with the body of the game board or may be formed of separate strips secured to a depending marginal flange 3. This wall or rim 2 serves to prevent danger of the counters accidentally rolling off the board. The compartment 4 in which the counters 5 and 6 are initially placed is formed at one end of the board by properly stamping the same and a main trackway 7 leads forwardly from this compartment at a point intermediate the width thereof along which the counters will move when leaving the compartment. This pathway or main track 7 is in the form of a groove which is deeper than the compartment 4 and has its end portion 8 close to the compartment disposed at an incline, as shown in Fig. 3, so that the counters may easily roll from the compartment into the main track way. At a point in spaced relation to the compartment the groove which forms the main trackway is widened and flared forwardly, as shown at 9. This provides an enlarged chamber from which extend a plurality of grooves 10 disposed in diverging relation to each other and constituting auxiliary pathways. The auxiliary pathways 10 are of the same width as the main pathway 7 so that the counters 5 and 6 may easily roll along these auxiliary pathways. By having the auxiliary pathways extend in diverging relation to each other, there will be provided tapered portions 11 between the pathways 10. These tapered portions 11 make it difficult for the operator of the game board to direct the counters into a preferred auxiliary pathway as the counters are caused to move along the playing board by tilting of the board as the pointed rear end portions of the tapered sections 11 are liable to divert the counters and cause them to roll into the wrong auxiliary pathways. The grooves 12 which are of a width and depth corresponding to the auxiliary pathways extend transversely of the playing board and form supplemental pathways to provide communication between the auxiliary pathways. It will, therefore, be seen that, when the balls or counters roll along the auxiliary pathways, they may be voluntarily or accidentally caused to roll along the supplemental pathways. At points in spaced relation to each other about the board, there has been provided pockets 13. Most of these pockets are disposed at the ends of the auxiliary pathways 10 and the branches leading therefrom but certain of the pockets have been disposed in the supplemental pathways and at points in spaced relation to each other longitudinally of the intermediate pathway 10. These pockets 13 are of greater width and depth than the pathways so that the counters may very

easily drop into the pockets as they roll along the pathways. The pockets are suitably marked for scoring values, as shown in Fig. 1, and from an inspection of this figure, it will be seen that some of the pockets have been marked to indicate an increase in a score while others have been marked to show a decrease.

When this game is played, the balls or counters 5 and 6 are placed in the compartment 4 and the board will then be held in the hand and tilted so that the balls will be caused to roll out of the compartment and along the main track or pathway 7. It is essential that the large ball 5 be caused to first enter the pathway 7 as this ball or counter is to be kept in advance of the small ball until it has entered one of the pockets. When the balls reach the widened portion 9 of the pathway 7, the board will be tilted until the ball 5 enters one of the auxiliary pathways 10. As previously explained, the ball 5 is to be kept in front of the ball 6 until it has dropped into one of the pockets. If the ball 5 drops into a pocket marked for a minus, this will indicate that the score to be obtained must be subtracted from a score previously obtained If, however, the ball 5 drops into a pocket bearing a plus sign, this indicates that the score to be obtained will be added to the score already obtained by a previous play. After the ball 5 has dropped into one of the pockets, the board will then be manipulated so as to cause the smaller ball 6 to move along selected auxiliary pathways. If the ball 5 has dropped into a pocket having a minus mark, it will then be the object of the player to cause the ball 6 to move along a branch pathway and drop into a pocket having a low scoring value so that only a small amount will be deducted from a score previously obtained. If, on the other hand, the ball 5 drops into a pocket having a plus sign, it will then be the object of the player to cause the ball 6 to move into a pocket having a high number marked therein. It will, therefore, be seen that skill is required in endeavoring to cause the ball 5 to remain in front of the ball 6 and drop into a pocket bearing a plus sign and skill is also required in order to cause the ball 6 to drop into a pocket which will either deduct a small amount or add a large amount to the previously obtained score. This game will, therefore, be very interesting when played and in addition will serve to teach small children to add and subtract. While the preferred arrangement of auxiliary pathways has been shown, it will be understood that this arrangement may be varied and also that the arrangement of pockets may be varied.

Having thus described the invention, I claim:

1. A game comprising a tiltable playing board, a compartment at one end of said board, a main pathway leading from said compartment intermediate the width of the board and extending longitudinally thereof, said pathway being widened intermediate the length of the board and having auxiliary pathways leading from its widened portion and extending longitudinally of the board in spaced relation to each other, transversely of the board and communicating with scoring pockets, supplemental pathways being provided transversely of the board and communicating with certain of said auxiliary pathways, and counting means adapted to be placed in said compartment and caused to roll along the pathways and into said scoring pockets when the board is tilted.

2. A game comprising a tiltable playing board having a compartment adjacent one end and a main pathway leading therefrom longitudinally of the board and provided with branches constituting auxiliary pathways, supplemental pathways being provided transversely of the board and connecting certain of said auxiliary pathways, said auxiliary pathways and certain of said supplemental pathways communicating with scoring pockets, and bodily movable counting means adapted to be placed in said compartment and caused to move along said pathways into said pockets when said board is tilted in various directions.

3. A game comprising a tiltable playing board having a compartment adjacent one end and a main pathway leading therefrom longitudinally of the board and provided with branches constituting auxiliary pathways, supplemental pathways being provided transversely of the board and connecting certain of said auxiliary pathways, said auxiliary pathways and certain of said supplemental pathways communicating with scoring pockets, and relatively large and small counting balls adapted to be placed in said compartment and, by tilting of the board, caused to roll along said pathways and into said pockets.

4. A game comprising a tiltable playing board having a compartment at one end and a groove leading from said compartment longitudinally of the board and constituting a main track, said groove being widened intermediate the length of the board and having grooves leading forwardly therefrom in diverging relation to each other and constituting auxiliary tracks, other grooves being provided transversely of said board and constituting supplemental tracks connecting certain of said auxiliary tracks, the grooves forming said auxiliary tracks and certain of said supplemental tracks being deepened at points in spaced relation about the board to provide scoring pockets, and relatively large and small counting balls adapted to be placed in said

compartment and caused to roll along said tracks into said pockets when the board is tilted in various directions.

5. A game comprising a tiltable playing board having a compartment at one end and a groove leading from said compartment longitudinally of the board and constituting a main track, said groove being widened intermediate the length of the board and having grooves leading forwardly therefrom and constituting auxiliary tracks, the grooves forming said auxiliary tracks being widened and deepened at points in spaced relation to each other about the board to provide scoring pockets and said pockets being marked to indicate various values, and bodily movable counting means adapted to be placed in said compartment and moved along said tracks into said pockets when the board is tilted in various directions.

In testimony whereof I affix my signature.

CHARLES H. BÖHN. [L. S.]