L. P. NICHOLS.

GAME BOARD.

APPLICATION FILED APR. 17, 1918.

1,303,494. Patented May 13, 1919.

Fig. 1

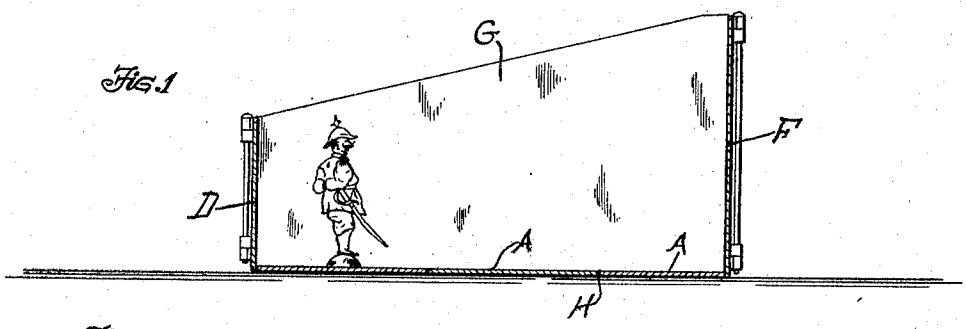


Fig. 2

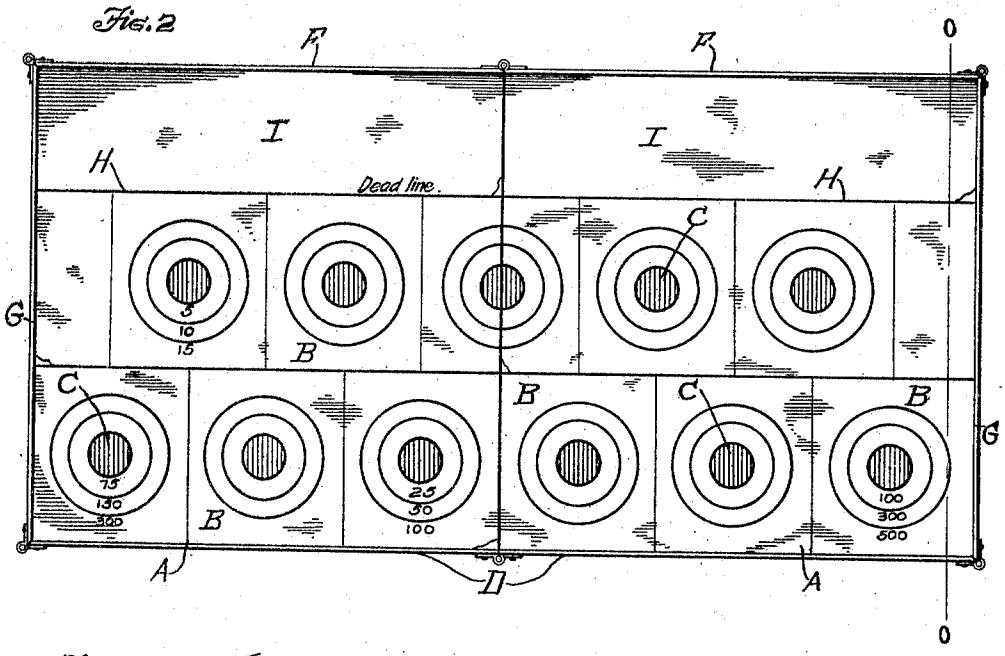


Fig. 3

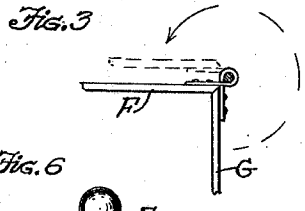


Fig. 6



Fig. 5

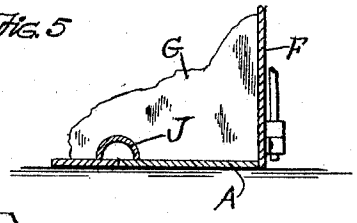
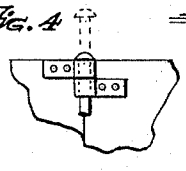


Fig. 4



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THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

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GAME-BOARD.

1,303,494. Specification of Letters Patent. Patented May 13, 1919.

Application filed April 17, 1918. Serial No. 229,156.

To all whom it may concern:

Be it known that I, LEWIS P. NICHOLS, a citizen of the United States, residing at Uniontown, in the county of Fayette and State of Pennsylvania, have invented a certain new and useful Improvement in Game-Boards, of which the following is a specification.

My invention is designed as a game board or amusement device intended for either indoor or outdoor entertainment, the primary object being the provision of a game involving a fixed field representative of a trench that will contain a plurality of targets and objects, such as figures made up to represent soldiers, guns, or other images, that are adequately spaced-apart and capable of being displaced or forcibly knocked over through the instrumentality of a missile, preferably in the form of an object made up to represent a bomb, to be thrown by the player, by hand power.

It is my intention that the field representing the trench, will be sub-divided into a plurality of spaces, and targets, each target to receive an object, either a soldier, gun, or image, the game to consist in running up a predetermined score by throwing the "bomb" or missile, and knocking over a sufficient number of the loosely placed objects, soldiers, guns, or images, to aggregate the deciding score which wins the game. Each and every object of whatever nature will have its own determining value marked on or adjacent to the allotted space or target.

A further important feature involved in my invention consists of variable arrangements in the detail form of construction, whereby the targets in the "trench" or field, are wholly concealed by a suitable barrier, and entirely hidden and out of the line of vision of the player, thus rendering it more or less difficult for the player to locate the objects placed on the targets to be hit by the thrown missile, and making it somewhat a matter of skill and chance as to the resultant damage inflicted by the player or operator who will take a position at a suitable distance removed from the game board to wholly conceal the targets from the line of vision.

The formation shown in the accompanying drawing is illustrative of a folding or collapsible nature intended for indoor usage and when not in use is capable of being reduced to a comparatively small space for convenience in packing and the economy of space. However, this folding feature is not absolutely essential to the efficiency of the game, but can be constructed in various modified ways, that will not depart from the original idea and intention. For outdoor usage the "trench" would possibly be made of a permanent construction, and on a scale suitable to specific requirements, great latitude and elaboration in the size and arrangement of the "trench," being possible. Therefore I do not confine myself to the exact embodiment shown herewith, reserving the right to make any necessary alterations after a further reduction to practice, without departing from the scope of the claims.

With the above objects in view my invention consists in the novel construction and arrangement of a game board illustrated in the accompanying drawing, in which Figure 1 is a cross sectional view taken on the line 0—0 of Fig. 2; said Fig. 2 is a diagrammatical or plan view of the "trench" showing a plurality of targets or positions for the reception of the objects; Fig. 3 is a detail plan view in broken formation showing the hinged construction of the corner sections; Fig. 4 is a fragmentary view in elevation of the hinged construction uniting the several sections of the board; Fig. 5 is a fragmentary view in cross section of one corner of the "trench" showing a modified construction; and Fig. 6 shows the "bomb" or missile to be thrown by hand when knocking over the objects.

The floor or bottom of the "trench" is preferably made up of a plurality of strips or separated pieces, designated by the reference letter "A", each strip being divided into targets or spaces "B" provided with circles of different diameters, the innermost circle affording the normal position for the object placed therein, indicated by "C", the other circles being marked as having certain values in determining the count, depending on the position assumed by the object after being knocked down by the player. There will be a series of front line positions arranged in approximate horizontal alinement, and immediately back of this front line will be a second or rear line made up of a plurality of alining positions, substantially as shown, no limitation being placed on the number of series of positions.

Immediately in advance of the front line positions is a barrier or protecting wall

"D", wholly concealing the front line objects from the line of vision of the player, and thus render it harder to knock over the objects through the instrumentality of the thrown missile, which is designated by the letter "E".

This said barrier may be made of solid opaque material, and then painted to indicate barbed wire entanglements, or earth thrown up out of the trench, or when the game is to be played outdoors, and is of a permanent character, this barrier may be actually made from barbed wire or earth, or in fact any other material suitable to its construction. Great latitude is deemed advisable in determining the most favorable material out of which to construct the game board in its entirety, special reference in this respect applying to the said barrier portion.

There will be a rearwardly disposed wall "F", of predetermined height, which will afford a limiting means for confining both the objects and thrown missiles within the confines of the "trench," the end sections "G" also serving in this capacity and further aid in strengthening the constructive features of the board. This rear wall will be suitably adorned or painted to represent earth or other elements.

Rearwardly of the second line of positions I provide a "dead line" "H" between which and the said rear wall "F" is a space "I" into which the player aims to knock the various objects in order to run up the score and win the game, the largest count being credited to the player when he or she succeeds in knocking the object from its normal position across the "dead line," and into the unoccupied space in the rear of said last line.

In Fig. 5 is shown a slightly modified construction involving a raised section "J" along said "dead line," in order to render it more difficult in knocking the objects across said line, this raised section being of any desired height or dimension.

The displacement of the objects placed in the extreme ends or corner targets of the front line position, being somewhat harder to locate with the thrown missile will accordingly count the most for the player when knocked across the "dead line," it being my idea that the said corner positioned objects, should naturally count more than those that are comparatively easy to hit. In this manner the various objects placed in the second or rear line will not have the same value that is accorded those objects that are placed in the front line and nearest to the barrier.

This novel game will in all likelihood be termed, "Bombing the trench," when it is utilized to carry out in miniature the idea of warfare, and the objects to be thrown at and hit by the "bomb" or other missile will consist of images made up to represent enemy soldiers, together with additional objects made in the form of machine guns or other ordnance usually employed in trench warfare. The two extreme corner positions of the front line will be occupied by images representative of officers, the "killing" of whom will credit the player with the largest count. Certain rules for playing the game will accompany same, designating the value of each object when hit and knocked from its allotted position.

When adapted as an indoor game all of the coöperating elements that go to make up the device will be on a scale suitable for this specific usage, and when utilized as an outdoor game the size of the coacting parts will be increased.

What I claim as my invention and desire to secure by Letters Patent is:

1. A game board involving a field divided into a plurality of targets having variable values in determining the count; suitable objects or images for positioning on the targets; a rearwardly disposed wall; a forwardly disposed barrier of suitable height for wholly concealing the targets from the line of vision of the player; and a missile for knocking over the objects.

2. A game board involving a field representative of a trench divided into a plurality of targets having variable values in determining the count, suitable objects or images representative of soldiers or guns for positioning on the targets; a rearwardly disposed wall, end walls; a forwardly disposed barrier of suitable height for wholly concealing the targets from the line of vision of the player; and a hand thrown missile for knocking over the objects.

3. A collapsible game board involving a field representative of a trench divided into a plurality of targets arranged in two or more series, each target having its determining value in making the count; suitable objects or images representative of soldiers or guns for positioning on the targets: a rearwardly disposed wall; a dead line between said wall and the rearwardly disposed series of targets; end walls; a forwardly disposed barrier of suitable height for wholly concealing the targets from the line of vision of the player; and a hand thrown missile for knocking over the objects.

Signed at Uniontown, Pennsylvania, this 10 day of April, 1918.

LEWIS P. NICHOLS.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."