May 12, 1925.

A. E. PEIRCE

1,537,370

GAME AND BOARD THEREFOR

Filed May 23, 1921

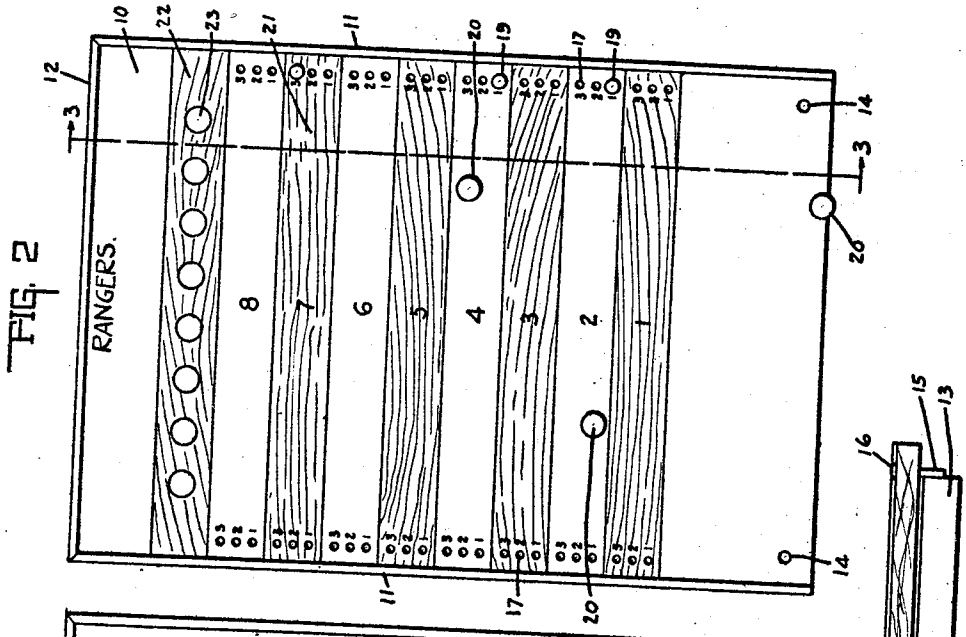


FIG. 2

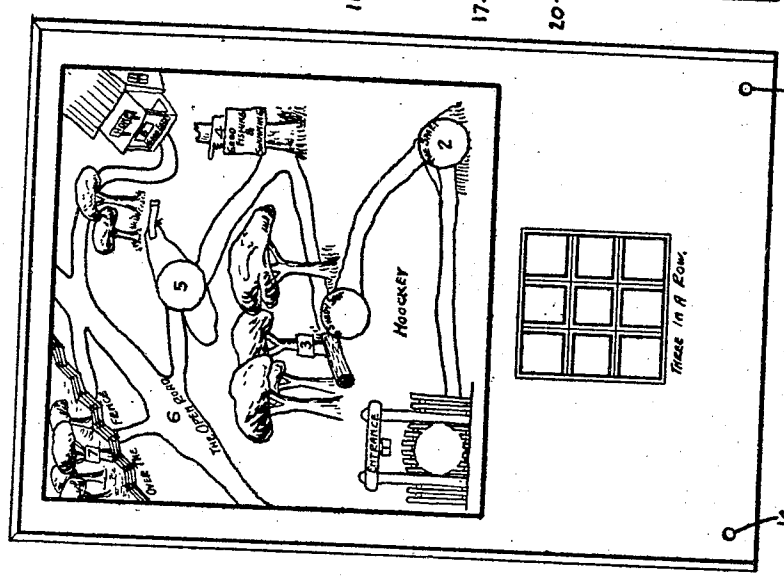


FIG. 1

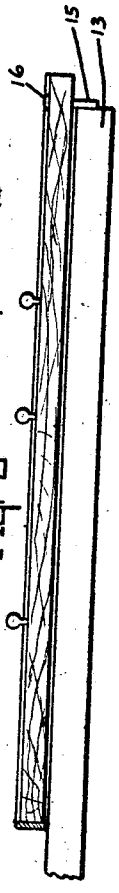


FIG. 3

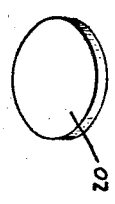


FIG. 4



FIG. 5

Inventor
ALBERT E. PEIRCE.

By Lockwood & Lockwood

Attorneys

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UNITED STATES PATENT OFFICE.

ALBERT E. PEIRCE, OF INDIANAPOLIS, INDIANA.

GAME AND BOARD THEREFOR.

Application filed May 23, 1921. Serial No. 471,827.

To all whom it may concern:

Be it known that I, ALBERT E. PEIRCE, a citizen of the United States, and a resident of Indianapolis, county of Marion, and State of Indiana, have invented a certain new and useful Game and Board Therefor, and do hereby declare that the following is a full, clear, and exact description thereof, reference being had to the accompanying drawings, in which like numerals refer to like parts.

This invention relates to an improved game and game board therefor and the elements thereof consist of a board, playing devices and counters.

The chief object of this invention is to provide a game board upon which a plurality of different kinds of games may be played and to this end the board is made reversible.

Another object of the invention is to provide a game wherein the skill of the player is accompanied with the features of the game to make the same interesting.

One feature of the invention consists in the construction of the game board itself whereby a single board is reversible so that a plurality of games may be played thereon and said reversible board is provided with means for retaining the playing devices upon the game board, which means is simultaneously adapted to support the game board upon a suitable support.

Another feature of the invention is the provision of reversible means associated with the game board for positioning the playing board upon a support.

The full nature of the invention will be understood from the accompanying drawings and the following description and claim.

In the drawings Fig. 1 is a plan view of one face of the board showing suitable lines thereon for playing two games. Fig. 2 is a similar view of the reverse side of the board and a playing and counting device associated therewith. Fig. 3 is a transverse central sectional view of the board showing the same secured upon a support. Fig. 4 is an enlarged perspective view of one of the playing devices. Fig. 5 is a similar view of one of the counting devices.

Reference will first be had to the game board and the same will be described in detail before proceeding to a description of the game itself. In the drawings 10 indicates a board portion provided with two side portions and one end portion. The sides and ends 12 project, as shown in Fig. 3 beyond the board so that said side portions and end portion are simultaneously adapted to retain the playing devices upon the board and to support the board upon a supporting device, such as a table 13 to maintain the same in spaced relation with said table. The board is provided with a plurality of openings 14 which preferably are positioned within the sides thereof and adjacent the non-guarded end of the board. The non-guarded end of the board, it is to be understood, is the playing end of the board. The securing device for securing the board in position upon the the supporting device or table 13 comprises the pin 15 having a head portion 16, said pin being receivable by the opening 14 and projecting from the board and into engagement with the edge of the support 13. The playing devices consist of a suitable number of men or pucks, which may be termed rangers in one of the games or indicators. Along each side of the board, see Fig. 2, there is provided a plurality of aligned openings or recesses 17 adapted to receive the peg portion 18 of a counting device having a suitable finger engageable head 19. The playing devices, as shown in Fig. 4, indicate the score and are indicated by the numeral 20 in said figure as well as in Fig. 2. A description of each side of the board will now be given.

In Fig. 2 it is understood that a plurality of transverse areas 21 are provided upon the board, herein termed "ranges" and eight are herein illustrated. Above the ranges is a transverse playing portion of the board which is herein termed the captive range 22 and said captive range is provided with a plurality of circular portions or spots 22 upon which may be positioned one of the playing men or pucks.

The game is played as follows: The game is adapted to be played by two, three or four players who may play as individuals or may play as partners. In playing as partners the opposing players alternate. Each player is provided a suitable number of playing devices which are distinguished from the playing devices of the other players by carrying suitable legends. Herein the legend is indicated by color. Thus, each player is provided with four similarly colored men, rangers or pucks. Each player

in turn places one of the pucks or disks on the non-guarded edge of the board so that the same projects slightly beyond the same, as shown in Fig. 2. The puck is then struck with the palm of the hand and propelled or flipped towards the ranges 1 to 8 inclusive. In whichever range the puck stops that range is the playing range of the player in the ensuing game. Herein it is to be understood the ranges are suitably colored or may be alternately of dark and light color. Thus, in the present invention the odd numbered ranges are dark and the even numbered ranges are light. Each player in turn takes three of the disks or rangers and positions them as shown in Fig. 2 so that a portion thereof projects beyond the edge of the board and said disks are projected into the range area. A suitable number of recesses 17 are provided in each range, and herein three are illustrated. A suitably colored peg is provided which is colored to correspond with the legend color of the disks. The object of the game is for one of the players to secure three rangers in one of the selected ranges, the score being kept by the similarly colored peg. Thus, the player who was playing the dark colored rangers has won the game since the peg 19 indicates that he has projected three rangers into range 7.

Another way to win the game is to capture the rangers of an opposing player. An arbitrary rule of the game is that the disks of the preceding player must remain on the board during the playing of the subsequent player. If the subsequent player's disks strike any of the disks of the preceding player and forces the same into one of the ranges of the subsequent player said disk so forced is considered as captured and is removed to and placed upon one of the spots 23 in the captive range. If all of the preceding player's men are captured the subsequent player wins the game.

The rangers which have been captured may be released by being forced out of the captive spots 23. This release may be either accidentally or intentionally accomplished by the player, his partner or his opponent. When released from the captive spot after being struck by the striking disk, the striking disk and the released captured disk are removed from the board and not played until the player's subsequent turn.

It is to be understood, as illustrated in Fig. 2, that the lower range 1 is positioned so as to be some distance from the unguarded edge of the board and a penalty is provided for not positioning the ranger in the area occupied by the ranges and above the same. The player has three chances to play four of the disks, but loses his turn if upon the failure of any one of the disks, whether it be his first disk or one of the subsequent disks failing to pass over the lower area and into or beyond the range 1.

Thus, the game consists in utilizing one edge of the board and propelling the playing devices herein shown in the form of disks longitudinally of the board into designated areas and providing counting devices for registering the count of the game as the same progresses.

In Fig. 1 is illustrated a game which is termed "Hookey" and consists of a fanciful picture upon the opposite side of the board from the ranger game. The fanciful picture is positioned in the upper part of the board so that a space is provided between the playing edge and the playing area. The fanciful picture includes a gate herein labeled "entrance" and having a numeral 1 adjacent thereto, which gate is termed in the game, the "gate of imagination." A trail leads from said gate to a stopping point which represents a rest or knoll in the ground labeled the "start" and designated by the numeral 2. The trail then leads from the start to a third stopping point which is illustrated as a "shady nook" provided with the numeral 3. The trail then continues further to a sign board designating the derection and said sign board is labeled "fishing and swimming" and is designated by the numeral 4. The trail continues along to a spot 5 which is the "old swimming hole." From the "old swimming hole" the trail continues to the open road 6 and from there to a fanciful obstacle designating the fence 7 and from thence to the home station designated by the numeral 8. A single disk is utilized which preferably is not of any particular color and not provided with any particular legend means. This disk, called the "hookey" disk, each player utilizes in turn. The first player places the disk, as shown in Fig. 2 on the unguarded edge of the board and strikes the same to position said disk in the white or circular area designated by the numeral 1 or first station. Then if said disk does not register in or touch and have more than half its area within the circular station, the player takes one of his men and positions it adjacent the unguarded edge of the board and projects the same into engagement with the hookey disk and endeavors to force the hookey disk into the station 1. This is continued until the hookey disk is positioned in the station 1. The number of tries which are required to station said "hookey" disk is recorded. Thus, if the "green" player required five shots to position the "hookey" disk in station 1, five is recorded against the "green" player. A second player then takes the hookey disk and repeats the operation of said first player. Let us say he is playing the red disk and two shots are but required by the "red" player to position the "hookey"

disk in station 1. Similarly let us say that the "blue" player positions the "hookey" disk with a direct shot and, therefore, is credited with but one try or shot. After all of the players have reached station 1 in the aforesaid manner they proceed to repeat the process with respect to station 2 and similarly up to and including the home station. Each player's total per station is then totaled for the game and the least number of shots wins the game, much as in golf. Thus, direct shots of the hookey disk, carom shots of the colored disks and the billiard shots of said last mentioned disks may be required to position the hookey disk in the station then being played.

Another game surface upon the opposite side is shown in Fig. 2 and comprises a substantially rectangular enclosed portion divided into nine divisions, three upon each side. Two or more players may play this game and the game consists in each player endeavoring to put three of his colored disks in a row, said players alternately positioning their colored disks upon one of the spaces. Five "sets" constitute the game.

It will be understood, therefore, that the first two games the playing fields of each are positioned upon opposite sides of the reversible game board utilize the unguarded edge of the board and the playing disk as described, the playing disk in each instance being moved longitudinally of the board between the two parallel sides and said sides act as guard members and prevent said men or playing disks from being projected off of the board.

The invention claimed is:

The combination of a table or other substantially flat support, a plurality of headed retaining means such as nails, and a game apparatus independent of and detachable from said support and adapted to be positioned thereon and supported thereby, said apparatus comprising a pair of opposite, flat, unobstructed playing surfaces suitably legended and a peripheral wall projecting outwardly from both surfaces and simultaneously serving as a support and as a retainer and defining the playing area, said peripheral wall partially enclosing the playing area and leaving exposed an edge thereof for playing purposes, said apparatus having a plurality of openings adjacent the nonenclosed playing edge for receiving said retaining means which project through said openings and are retained thereby and engage the support for anchoring the game apparatus thereto with either playing area exposed.

In witness whereof, I have hereunto affixed my signature.

ALBERT E. PEIRCE