Sept. 22, 1964 A. R. BRAUN 3,149,843

GAMEBOARD WITH PLAYING PIECE COMPARTMENT

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Fig. 1.

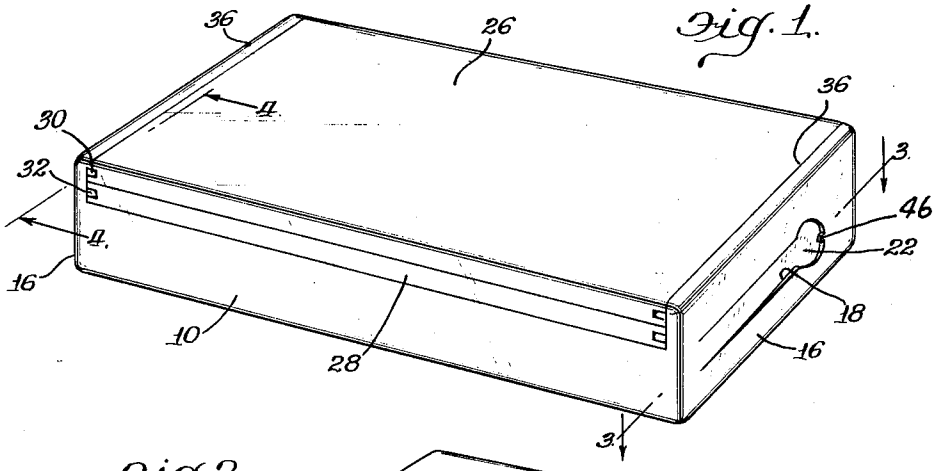


Fig. 2.

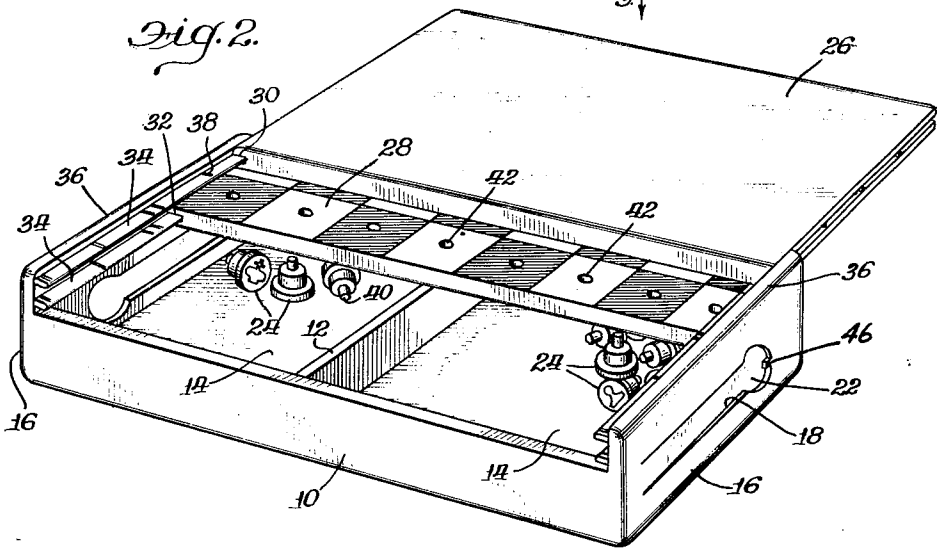


Fig. 4.

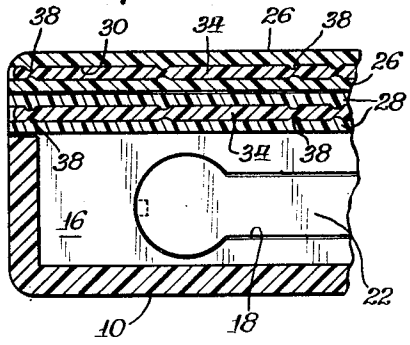
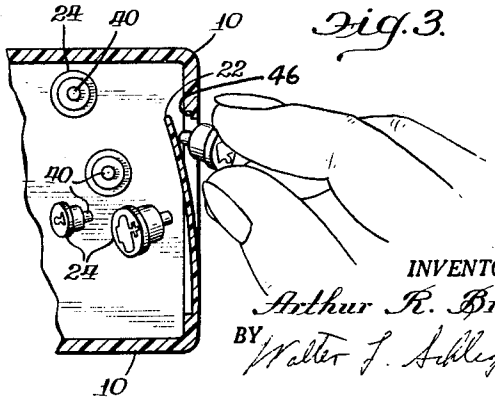


Fig. 3.



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Fig. 5.

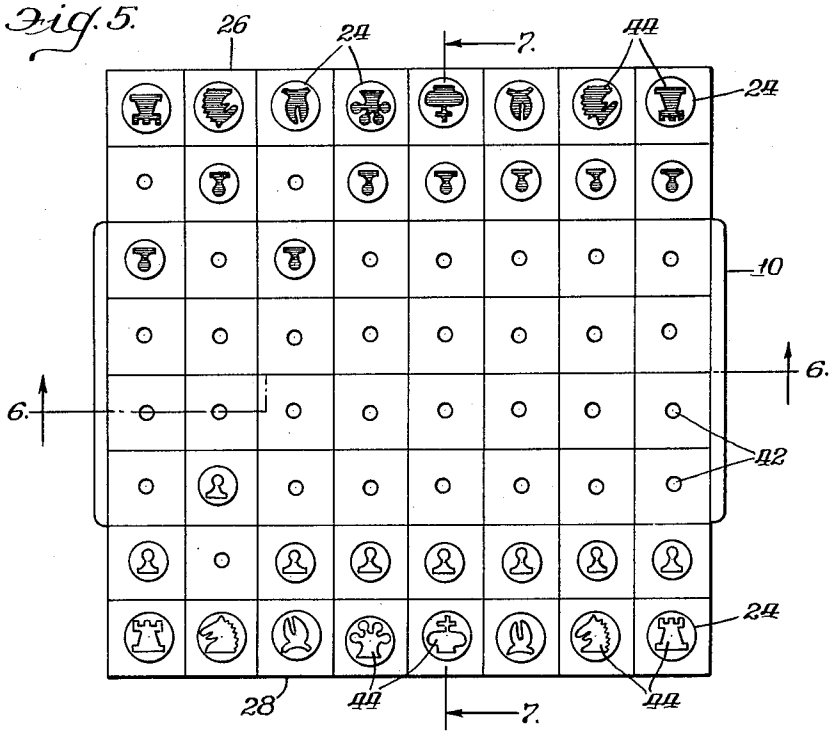


Fig. 6.

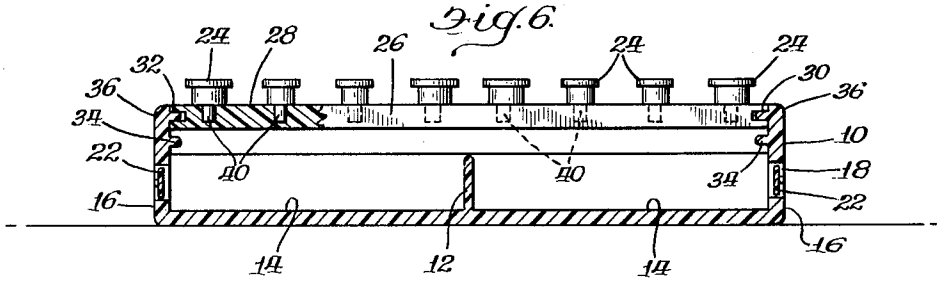
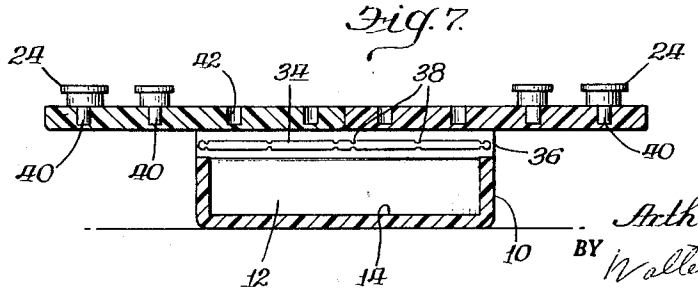


Fig. 7.



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GAMEBOARD WITH PLAYING PIECE COMPARTMENT

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4 Claims. (Cl. 273—136)

This invention relates to a game such as chess or checkers which is played on a board having spaces on which pieces are moved during play, and more particularly to a portable device having a board and pieces conveniently transportable as a unit, as for example in a shirt pocket.

A primary object of the invention is to device a game such as above described in which the pieces are stored in a container which affords a base for a multi-segment game board which, when in play, has a much larger area for the game pattern or design than comparable prior art devices of similar dimensions.

A more specific object of the invention is to close the container by a plurality of game board segments stacked in releasable interlocking engagement with the container, said segments being mateable in edge-to-edge abutment to define on corresponding sides thereof a complete game board design or pattern on a total area much larger than that of prior art game devices which can be conveniently transported in a space as small as a conventional pocket of a man's shirt.

Another object of the invention is to keep the pieces of each color in a separate compartment of the container.

Still another object of the invention is to afford a normally closed, manually openable passage to each compartment so that captured pieces may be conveniently inserted into the respective compartments and cannot accidentally be dislodged therefrom during play.

A further object of the invention is to provide novel rank symbols on the pieces, which symbols are substantially parallel to the plane of the board design when in play and are bold in form so that the players may readily distinguish the pieces from each other.

The foregoing and other objects and advantages of the invention will become apparent from a consideration of the following specification and the accompanying drawings, wherein:

FIGURE 1 is a perspective view of my novel game device when closed for transportation or storage;

FIGURE 2 shows the device in partly open condition;

FIGURES 3 and 4 are sectional views on lines 3—3 and 4—4, respectively, of FIGURE 1;

FIGURE 5 is a plan view of the device in "play";

FIGURE 6 is a sectional view on line 6—6—of FIGURE 5; and

FIGURE 7 is a sectional view on line 7—7 of FIGURE 5.

Describing the invention in detail, a preferred embodiment thereof is shown in the drawings and comprises a generally rectangular container **10** with an internal partition or wall **12** dividing the container into spaced chambers **14** each partly defined by an end wall **16** of the container. The end wall comprises a somewhat key-shaped slot **18** defining a passage to the related chamber **14**, and the passage is closed by a segment **22** of the end wall **16** which is formed of a flexible material such as plastic, fibre, or resilient metal so that the segment **22** may be flexed to open position, as shown in FIGURE 3 when a player wishes to insert a captured piece **24** into one of the chambers **14**. At other times, the segment **22** remains in closed position shown in FIGURES 1 and 2 to prevent accidental loss of pieces **24** during play or during transportation of the game as for example in a player's pocket or luggage.

During transportation of the game, the top of the container is closed by a pair of substantially flat, top and bottom game board segments **26** and **28** stacked vertically, as shown in FIGURE 1, with the chambers **14** opening upwardly. The segments **26** and **28** have their ends formed with top and bottom guide slots **30** and **32**, respectively, receiving ribs or flanges **34** on upstanding lugs **36** of the end walls **16**.

The ribs **34** and the ends of segments **26** and **28** are preferably formed with tongue and groove retaining means **38** which releasably hold the segments against slideable movement along guide flanges **34**. These retaining means can be released by manual pressure due to the resiliency of the material from which the container **10** and segments **26** and **28** are formed, such as for example flexible plastic, fibre, or metal

The segment **28** is illustrated in FIGURE 2 with one-half of a game board design or pattern facing upwardly, however it will be understood that, if desired, the half pattern on segment **28** may be facing downwardly when the game is out of play, as is the half pattern of the segment **26** in FIGURE 1.

When the game is in play as shown in FIGURES 5–7, the segments **26** and **28** are arranged with their slots **32** and **34** receiving one of the flanges **34**, so that the half patterns are in proper edge-to-edge mated relationship along the longitudinal vertical centerplane of the container, said centerplane being defined by the right half of line **6—6** in FIGURE 5, whereby the segments **26** and **28** define a complete game pattern or design in substantially one plane, preferably approximately horizontal. Under these conditions the chambers **14** are completely closed and the only access thereto is through the slots **18** as captured pieces are inserted during play.

The pieces **24** are provided, respectively, with pegs or dowels **40** receivable within complementary openings or holes in the board **26** and **28** arranged in respective spaces of the game pattern upon which the pieces move during play. Thus the pieces are releasably interlocked with the board to prevent accidental dislodgement therefrom.

The tops of the pieces are substantially flat and are formed with rank symbols **44** substantially parallel to the plane of the game pattern on the board, whereby the pieces may be more readily identifiable than in prior art arrangements in which the rank symbols have been three-dimensional and have been formed in upright position on the tops of the respective pieces.

An important aspect of the invention is to provide a much greater area for the game board pattern than in any prior art device having the same dimensional top and bottom areas when closed for transportation or storage of the device. This objective is achieved by providing a multi-segment game board, the segments **26** and **28** of which are vertically stacked as shown in FIGURE 1 when the device is closed for transportation or storage. Another feature of the invention which contributes to the successful accomplishment of the foregoing objective is the manner in which the game board segments are releasably interlocked within the guide slots not only when game is in play but also when the device is closed for transportation or storage.

Another feature is the provision of stop lugs **46** on the end walls **16** to limit outward movement of the segments **22**, thereby preventing accidental loss of pieces **24** through the slots **18**.

What is claimed is:

1. A game comprising an open top container having interconnected bottom, end, and side walls, the side walls being substantially twice as long as the end walls, lugs on the end walls extending higher than the side walls, top and bottom flanges on each lug extending therefrom to-

ward the other lug, a bottom game board segment covering said open top and having slots in the ends of said segment slideably receiving, respectively, the bottom flanges of said lugs, a top game board segment covering the bottom game board segment, said top segment having slots in its ends slideably receiving, respectively, the top flanges of said lugs, each of said segments having half of a game pattern on one horizontal side thereof, and both of said segments being slideable laterally of the container along said flanges to open the top of said container, said bottom segment being formed and arranged to have its slots slideably receive, respectively, the top flanges of said lugs and to mate edge-to-edge with the top segment substantially along the longitudinal vertical centerplane of the container so that the half patterns of said segments define an upwardly facing complete pattern twice as wide as said container and overhanging both side walls.

2. A game according to claim 1 wherein the segments and lugs comprise resilient mated tongue and groove means in said slots for releasably holding the segments against accidental sliding movement along the flanges.

3. A game comprising a container with an open top, said container comprising spaced side walls, spaced end walls, and a bottom wall connected to said side and end walls, lugs on said end walls, respectively, projecting upwardly above said side walls, a pair of spaced top and bottom flanges on each lug projecting inwardly toward the other lug, a pair of top and bottom game board segments each having slots in respective ends thereof receiving related flanges of respective lugs, said flanges being slideably received in said slot so that the board segments are slideable along the flanges laterally of the container to open and close said open top thereof, one of said segments being removable from the related flanges for slideable reception within its slots of the flanges which are received within the slots of the other segment so that the two segments may be mated in edge-to-edge relationship to overhang both side walls of the container and define a complete game board substantially twice the width of the container.

4. A game according to claim 3, wherein the lugs within said slots and the flanges are provided with flexible tongue and groove means for releasably locking the board segments against said slideable movement along said flanges.

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