G. S. PARKER.

GAME BOARD.

APPLICATION FILED JAN. 23, 1917.

1,242,969.

Patented Oct. 16, 1917.

Fig. 1.

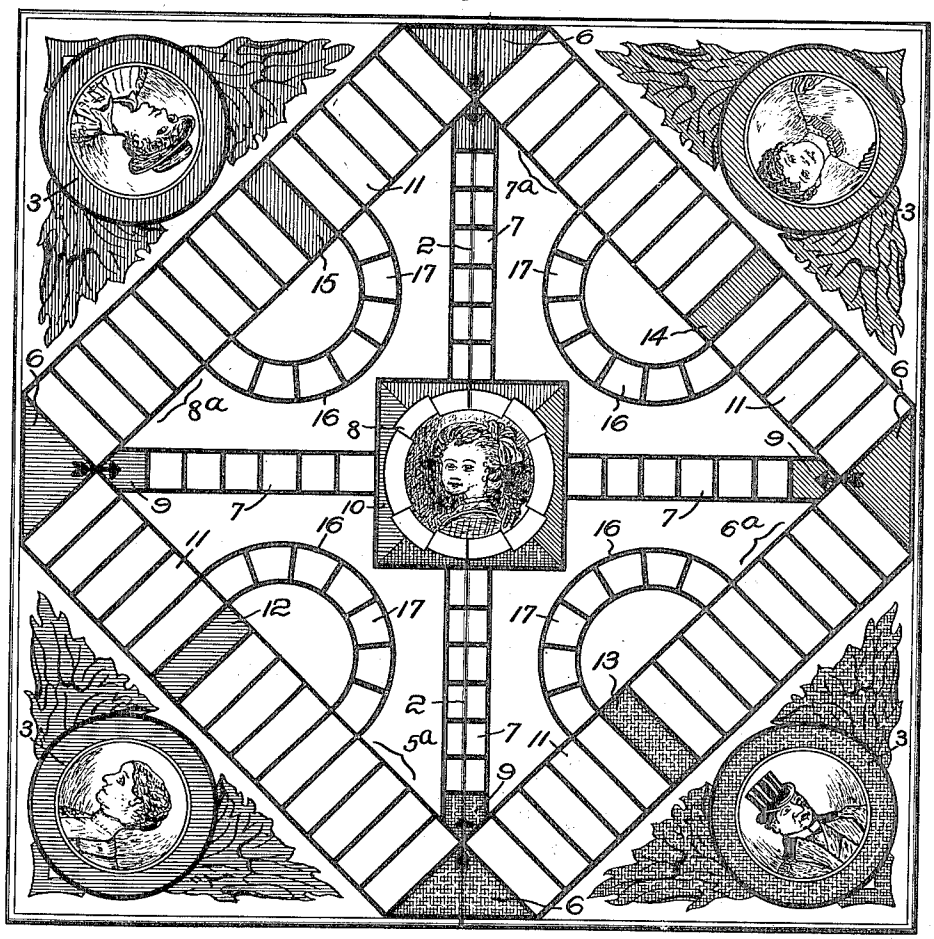
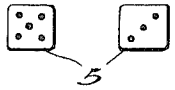


Fig. 2.



Fig. 3.



Inventor:
George S. Parker,
by Emery, Booth, Janney and Varney,
Attys.

UNITED STATES PATENT OFFICE.

GEORGE S. PARKER, OF SALEM, MASSACHUSETTS.

GAME-BOARD.

1,242,969. Specification of Letters Patent. Patented Oct. 16, 1917.

Application filed January 23, 1917. Serial No. 144,028.

To all whom it may concern:

Be it known that I, GEORGE S. PARKER, a citizen of the United States, and a resident of Salem, in the county of Essex and State of Massachusetts, have invented an Improvement in Game-Boards, of which the following description, in connection with the accompanying drawings, is a specification, like characters on the drawings representing like parts.

This invention relates to board games and particularly to game boards of the character where pieces are distributed among two or more players and are moved on a track about the board, the moves being determined by the throw of dice or by a spinning indicator.

In order that the principle of my invention may be readily understood, I have shown a single embodiment thereof in the accompanying drawing, wherein—

Figure 1 is a plan view of the board whereon the game is preferably played;

Fig. 2 is a plan view of one face of one of each of the four sets of pieces with which the game may be played, and

Fig. 3 is a plan view of the dice preferably used in playing the game.

In certain aspects of my invention the game constitutes an improvement upon the usual style of steeple chase games, race games, India games and other games using tracks for the movement of pieces by dice or spinning indicator play, and causes in the actual play of my invention radical and effective differences in the playing qualities, adding vitally to the interest in a manner superior to that of the ordinary type of track games.

Referring more particularly to the drawings, the board whereon the game is played is indicated at 1, it being of any suitable material and preferably folding lengthwise through the middle as indicated at 2.

The game may be played by two, three or four players, and to that end the disclosed embodiment thereof is provided with four corner portions 3 outside the track that surrounds or encircles the central portion of the board. The corner portions are contrastingly marked and in a manner corresponding to the marking upon the set of pieces belonging to each player. Said corner portions may be also otherwise distinguishingly marked, as, for example, by the representation of characters from some book or other publication.

In accordance with the preferred embodiment of my invention, I provide four sets of pieces in the form of disks 4 preferably having metallic edges. The disks of the different sets are contrastingly marked and preferably by imparting different colors thereto. Herein I have represented four sets of pieces, each set being made up of four pieces or men. While any desired colors may be used, I have herein represented one set made up of pieces colored red, another of pieces colored blue, another of pieces colored yellow, and the fourth of pieces colored green. The color of said pieces is preferably the same as the color or predominating color of the corner portions, and each player, prior to the entrance of any of his pieces onto the board, places them upon the appropriate corner portion. In playing the game dice 5 are preferably employed.

The board has a track extending entirely about the same and encircling the inner portion of the board. The track is herein represented as composed of four portions, 5^a, 6^a, 7^a and 8^a, which are preferably straight and arranged at substantially 45° to the line along which the board is or may be folded. The track is not only straight, but is wide, admitting the use of two or more men in the formation of a so-called "blockade." Such straight, wide track I preferably term "Broadway."

At the meeting points of the four straight tracks, that is, at the points midlength each edge of the board, I provide what I term the entrance points for each player. These entrance points or areas are herein indicated at 6 as triangular in shape and are respectively colored to correspond with the four colors distinguishing the pieces of the several players. Leading from each entrance point or area is a single straight track 7 extending to the central area 8 of the board, and which if desired may have a representation of the main character of a book. Preferably the first space of each of said single tracks, namely, the space 9 nearest the entrance point, is colored the same as such entrance point and that portion 10 of the central area 8 into which each single track 7 leads is colored to correspond to the color of the pieces which are to be moved along such single track into the central area.

The entire straight double track or Broadway is divided into spaces 11, preferably colored white, excepting for occasional spaces 12, 13, 14, 15, which may be of any suitable number and which are respectively colored to correspond with the color of the several sets of pieces, these spaces being safety spaces and also preferably the spaces at which the respective pieces are actually "entered."

One or more, and preferably each of the straight portions of the wide track or Broadway is provided with a turn-out or sidetrack, herein indicated at 16 as semi-circular in form and divided into a number of spaces 17, each of which is intended to accommodate only a single man or piece at a time. Each of said turnouts or sidetracks 16 is narrow and at its ends joins the main portion of the track, and preferably and as herein shown embraces between its ends the safety points 12, 13, 14 and 15. While my invention is not limited thereto for all purposes of the game, preferably each portion of the main track or Broadway is straight instead of being of the irregular shape that is characteristic of the game of pachisi. Not only has it been found more satisfactory and easier for the player to move his pieces along the straight track, but the provision of a straight track affords room for the turnouts or sidetracks 16.

While the rules for the game may be varied, they follow in a general way those of most race games, but are varied therefrom in certain important particulars to which my invention more particularly relates.

Assuming that four players are seated about the board, each player takes four pieces of the same color as the entrance which is in front of him, and therefore of the same color as the corner portion at his right.

In that particular adaptation or application of my invention, the game is called "Pollyanna," and upon the central portion of the board is the representation of Pollyanna, the heroine of the well-known book of that name. In the four corner portions may and preferably do appear representations of four other characters of such book. It will be evident, however, that the principle of my invention may be applied to games widely varying in some respects from that herein disclosed and not characterized by having representations of fictitious or other characters.

The object of each player is successfully to play all four of his pieces from the starting point around the board to the proper area 6, which I technically designate as the "glad entrance" to the narrow track 7 leading to the central portion of the board. The player whose four pieces first reaches such central portion wins the game.

In playing, pieces are moved according to the throw of dice or to the indication of a spinning indicator. The pieces are liable to capture upon the Broadway or double track excepting that each piece is safe upon a space of its own color only and is also safe upon the narrow track leading from the glad entrance of that player to the central area of the board. A piece of any color is safe upon any of the turnouts or sidetracks 16, and no "blockade" can be formed upon said turnouts or sidetracks, such blockades being reserved for formation upon the wide track or Broadway.

To start the game, each player should throw in turn two dice, the highest count giving that player the first turn. The first player then throws two dice. If either die shows the highest number (6) or if both dice make a combination of six, such player may enter one of his pieces upon the sixth space on the Broadway at his right counting from the so-called glad entrance for such player, such actual entering point 12, 13, 14, 15 having the same color as his own pieces or men. Should the player fail to throw a six or combination equaling six, the turn passes to the player at his right. The players thrown in succession, the turn always passing to the right. A player may only enter his piece upon a thrown of six, as above indicated, and a player must enter a piece for every thrown of six that he makes or its equivalent until all four of his pieces are in play. If a player throws, say, six and three, he enters the piece with his six thrown and then moves such piece three spaces forward. If he throws two sixes, he enters two pieces and has another throw.

After a player once has a piece or pieces upon the board he applies the throw of his dice to moving them forward either upon the wide track or Broadway or upon the turnouts with the idea of bringing all four pieces safely around to the central area or "Pollyanna." The full and exact move for each die must be made, and if it cannot be made, the move is lost.

The main track or Broadway 5 is, as previously stated, straight and wide enough for two or more pieces to be positioned upon the same space in the formation of a blockade, which is effected by two or three pieces of the same color, and which prevents the passage of a piece of any color.

In the well-known race games, such as steeple chase and pachisi, if a blockade be formed, no piece of any player can advance beyond the blockade so long as the latter exists. In the game herein disclosed, if a blockade be formed upon the main track or Broadway between the ends of any turnout or sidetrack 16, an opposing player has the privilege of passing one or more of his men singly around or along such turnout or side-

track, so as thereby to pass the blockade. Preferably the spaces upon each turnout or sidetrack are greater in number than the spaces between the ends of each turnout or sidetrack. Thus in the disclosed form of my invention, each turnout or sidetrack has seven spaces, whereas there are but four spaces on the main track between the ends of such turnout or sidetrack. Thus, a player who chooses to pass one or more of his men or pieces through a turnout or sidetrack, so as to escape a blockade, is in effect penalized by having to move three additional spaces, and in a close game these additional moves are an important factor in determining the winner. Furthermore, as I have already pointed out, the pieces of any player are safe upon any turnout or sidetrack, though, of course, my invention is not limited in this respect. In the use of the turnouts or sidetracks, it will be evident that a piece on any space in the sidetrack or turnout, in accordance with the preferred rules, blockades any succeeding piece in the same sidetrack or turnout.

The rules for capturing or taking up pieces may be and preferably are similar to those of the game of pachisi, except in the respects pointed out. If desired, any player capturing an opposing piece may be given a reward of a certain number of spaces, such, for example, as ten spaces, which may be applied to the piece which has made the capture or by moving some other piece ten spaces forward.

Each narrow path or track 2 leading from the respective "glad entrances," I preferably term the "glad paths," and in accordance with the preferred rules of the game, no piece save those of the entrance color may enter that particular path.

The game having the hereinbefore described characteristics constitutes an important advance, or improvement over the games of steeple chase and the like, particularly in the following respects. The employment of the turnouts or sidetracks adds a novel factor to the game and one calling for the use of good judgment in playing. A wise use of the turnouts on well advanced pieces, the advance of a piece to get close to and in a possible position to capture an opponent's piece well advanced toward his goal, the use of one's play upon pieces liable to become a victim of a blockade, the blockading of opponents, and the pursuit and capture of well advanced opponents rather than of those which have just started, are among the features which tend to make the game close and interesting. Inasmuch as each turnout or sidetrack constitutes a safety area for any piece entering the same, it is apparent that any player may enter a turnout or sidetrack to escape capture by a following adversary as well as to pass a blockade which may exist between the ends of such turnout or sidetrack.

The use of safety spaces and entrance spaces or glad entrances of colors corresponding to those of the respective pieces constitutes also an important feature of my invention. In the game of pachisi, and particularly where four are playing, it is often difficult to tell at a glance just how far from "home" or the central area of the board the pieces of any particular color are. In the game herein disclosed, the pieces of any player may be instantly located with respect to the "glad entrance" for that player, and thus at a glance any player can tell whether the pieces of an opponent are quarter way, half way, or three quarters of the way about the board.

A further and important feature of the invention is the use of safety spaces which are "safe" only to the pieces having the same color or designating characteristic. A further feature of the game and one which constitutes an advance over that of parchisi, is the employment of a main track, each portion of which is straight, or otherwise stated, the employment of a rectangular track arranged at an inclination with respect to the edges of the board.

The game may be played by two, three or four players in opposition, or may be played by four players acting as partners sitting opposite. In the case of partnership games, the rules may be suitably varied as for example by permitting the formation of a blockade by pieces of the two partners. In the playing of a partnership game, the game is won by the partners whose eight pieces reach the central area or Pollyanna before the opponent's eight pieces have done so.

Having thus described the game constituting my invention and one manner in which the same may be employed, I desire it to be understood that although specific terms are employed, they are used in a generic and descriptive sense and not for purposes of limitation, the scope of the invention being set forth in the following claims.

Claims:

1. A game board having a track common to and about which the pieces of a plurality of players are adapted to be moved, said track having one or more turnouts or sidetracks respectively having two ends communicating with said track at spaced points.

2. A game board having a track about which pieces are adapted to be moved, said track being divided into spaces and also having one or more turnouts or sidetracks each divided into spaces greater in number than the spaces on the main track between the ends of such turnout or sidetrack.

3. A game board having a track extending about the board, said track being common to and about which the pieces of a plurality

of players are moved, said track being divided into spaces, and having one or more turnouts or sidetracks, the ends of which communicate with the main track at spaced points along the length of said main track.

4. A game board having a wide or double track encircling the board and constituting a main track, said main track having one or more turnouts or sidetracks narrower in width than the main track and respectively having two ends communicating with said wide or double track at spaced points.

5. A game board having a wide or double track constituting a main track, said main track being divided into spaces, one or more of such spaces being distinguishingly marked as safety spaces, and one or more turnouts or sidetracks having the ends thereof communicating with the main track at spaced points, and inclosing such safety space or spaces.

6. A game board having a track extending entirely around the same and composed entirely of four straight sections arranged in rectangular form, each of said straight sections having a turnout or sidetrack provided with two ends both communicating with that section to which such turnout or sidetrack pertains.

7. A game board having a track extending entirely around the same, said track being composed of four straight sections arranged in rectangular form, each section being divided into spaces and each section of said track having a turnout or sidetrack divided into spaces of greater number than the spaces inclosed between the spaced ends of each turnout or sidetrack.

8. A game board having a track extending entirely around the same and composed of four straight sections arranged in rectangular form, the area where two sections of said track meet being contrastingly colored, and sets of pieces, the colors whereof respectively correspond to said contrasting colors.

9. A game board having a track 5^a, 6^a, 7^a, 8^a divided into spaces and having turnouts or sidetracks 16, the ends whereof communicate at spaced points with the said track 5^a, 6^a, 7^a, 8^a.

10. A game board having a track extending entirely around the same, said track being made up of four sections 5^a, 6^a, 7^a, 8^a, each section having a safety space 12, 13, 14, 15, contrastingly colored turnouts or sidetracks 16 inclosing said safety spaces, and sets of pieces contrastingly colored and respectively corresponding to the colors of said safety spaces.

11. A game board having a track extending about the board, said track being divided into spaces, which spaces include a plurality of combined starting and home entrance spaces, and a series of playing pieces contrastingly colored, each combined starting and home entrance spaces having a distinctive color corresponding to that of the series of playing pieces pertaining thereto.

12. A game board having a track extending about said board, said track having a plurality of starting places, and a corresponding plurality of turnouts or sidetracks, each having two ends communicating with said track at spaced points, said game also including a series of playing pieces contrastingly designated, each starting place of the track having a contrasting designation corresponding to that of the playing pieces to be started thereat.

13. A game board having a track consisting of four straight sections in substantially rectangular form and turnouts extending inwardly from each of said sections, each angle of the track extending substantially to the edge of the board, each section of said track being at an angle of substantially forty-five degrees to the edge of the board to which it substantially extends, thereby leaving a relatively large triangular space at each corner of the board to be devoted to the retention of playing pieces.

14. A game board having a central or home area and a track extending about the board and central area, said track having a plurality of home entrance areas leading to said central or home area and contrastingly colored, and a series of sets of playing pieces, said sets equaling in number said home entrance areas, and the pieces of each set being colored to correspond to the respective colors of said home entrance areas.

In testimony whereof, I have signed my name to this specification.

GEORGE S. PARKER.