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GAME APPARATUS

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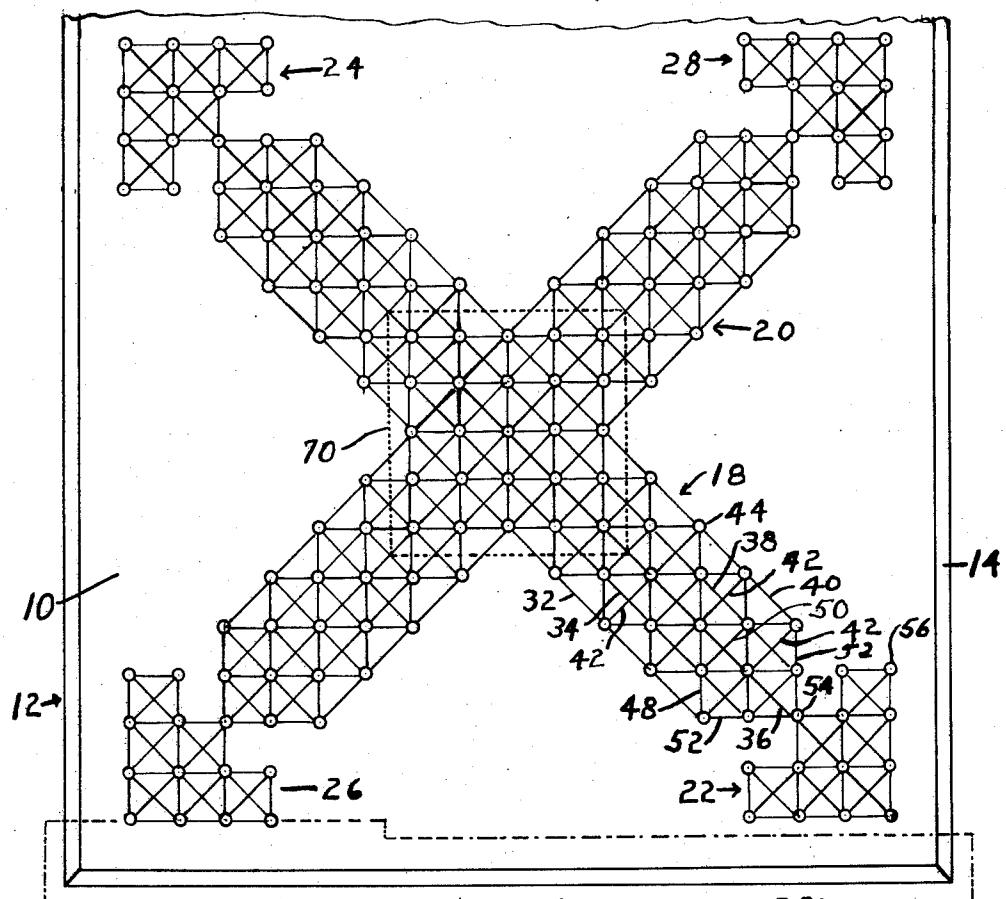


Fig. 1.

Fig. 2

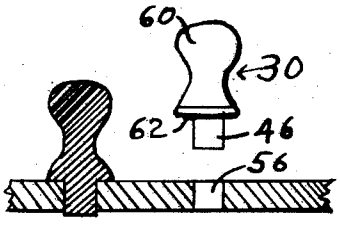


Fig. 3.

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GAME APPARATUS

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This invention relates to a game apparatus comprising a game board and a plurality of sets of pieces with which various games may be played.

It is an object of the invention to provide a game apparatus including a board having portions for facilitating the playing of different kinds of games thereon.

It is another object of the invention to provide a game apparatus comprising a board having diagonally arranged crossed playing paths or areas. Each playing path comprises a pattern of interconnected lines indicating how moves may be made and holes in the board at preselected points of line intersections.

It is still another object of the invention to provide a game board of this character having a home field at each corner at the ends of the playing paths.

It is a further object of the invention to provide a game board of this character wherein there is but a single opening or playing position which serves as the exit and entrance from and to each home field.

It is a still further object of the invention to provide a game board of this character wherein the playing pieces are moved along respective diagonal playing paths entirely across the board from one corner to the next; that is, from one home field to another.

It is another object of the invention to provide game apparatus of this character whereby two, three or four players may participate.

It is still another object of the invention to provide game apparatus of this character wherein the board has a central marked off area at the intersection of the playing paths, whereby an alternative type of game may be played, the central area having at least one hole less than the total number of playing pieces of two sets of such pieces.

It is a further object of the invention to provide game apparatus of this character wherein the movements are made by the players in accordance with their mental processes rather than by chance.

It is a still further object of the invention to provide game apparatus of this character that is simple in construction.

It is a further object of the invention to provide game apparatus of this character that is relatively inexpensive to manufacture.

The characteristics and advantages of the invention are further sufficiently referred to in connection with the following detailed description of the accompanying drawings, which represent a certain embodiment. After considering this example skilled persons will understand that variations may be made without departing from the principles disclosed and it is contemplated that any structures, arrangements, or modes of operation that are properly within the scope of the appended claims may be employed.

Referring to the drawings, which are for illustrative purposes only:

FIG. 1 is a top plan view of a game board of the present invention;

FIG. 2 is a section view taken on line 2—2 of FIG. 1, showing certain of the playing pieces in position; and

FIG. 3 is an enlarged view showing the playing pieces, one of which is disposed in a hole in the board and the other disposed above the board in alignment with one of the openings for playing pieces.

Referring more particularly to the drawings, there is shown game apparatus comprising a board 10 which may be made of wood, plywood, cardboard, paper, metal, plastic, or other suitable material.

A reinforcing frame, indicated generally at 12, is provided for the board 10 and is formed of side members 14, there being a member 14 for each side of the board, the adjacent ends of the members 14 being secured together by any suitable means, such as an adhesive, brads, or the like. Each frame member 14 has a longitudinal groove 16 in its inner side in which is received an adjacent edge portion of the board 10.

On the top surface of board 10 there is a pair of diagonally extending playing paths 18 and 20 which cross at the middle of the board and home fields at the respective ends of said playing paths. The home fields of the path 18 are indicated generally at 22 and 24 respectively, while the home fields of the path 20 are indicated generally at 26 and 28 respectively.

Since the playing paths with their respective home fields are identical, a description of one will suffice, path 18 and its home fields 22 and 24 being described.

Path 18 is formed by printing or otherwise impressing on the top of the board 10 a pattern of lines along which the playing pieces, indicated generally at 30, may be moved.

The pattern disclosed comprises a plurality of parallel lines 32, 34, 36, 38 and 40 which extend longitudinally of the path. Line 36 is the center line and at each end extends beyond the path toward the adjacent corner of the board and serves as the center line for the respective adjacent home fields.

Transverse lines are provided between the lines 32 and 40 and are so spaced longitudinally relative to the playing path as to form squares in side by side relationship as well as lengthwise of the path. At each corner of these squares there is a hole 44 in the board for reception of the lower, reduced diameter end 46 of playing pieces. There are diagonal lines 48 through the squares thus formed and there are additional holes 44 in the centers of the squares on these lines. Lines 50 extend transversely normal to the center line and interconnect adjacent holes at the centers of said squares.

At each end of the path there is a triangular part defined by the end transverse line 42 and line 52 which meet at an apex where there is a hole 54 in the board.

Each of the home fields has the same pattern and arrangement and each field is based on the respective terminal portion of the center line 36 which extends beyond the hole 54.

It will be noted that the pattern of lines of the playing path also form smaller squares in side by side relationship transversely relative to the board and also in alignment at an angle normal thereto.

Each home field comprises primarily a plurality of smaller squares with holes 56 at the respective corners thereof, said holes 56 being the same as the holes 44 of the path but are given a different designation for convenient reference. There is a row of squares in side by side relationship, three being shown herein, which are parallel with the adjacent sides of the board 10, the squares forming a right angle pattern with the square at the junction being common with both rows of squares. Within the angle defined by the two rows of squares there is another square, the free corner of which is at the hole 54. There are also lines which interconnect holes in the home field and intersect at the centers of the squares.

It will be apparent that the hole 54 comprises the sole point through which the playing pieces must move

between the home fields and the playing paths, and vice versa.

Referring more particularly to the playing pieces 30, it is to be noted that they are all of the same construction and one only will therefore be described. The playing piece comprises an upper portion 60 adapted to be grasped by the hands of the player for moving same. The reduced diameter portion 46 is at the lower end of the upper portion 60 and is adapted to be removably received in holes 44 and holes 56. There is a shoulder 62 at the upper end of the reduced diameter portion 46 for limiting inward movement of the reduced diameter portion 46 into a respective hole.

The playing paths 18 and 20 cross at the center of the board and it is to be noted that where said paths cross the patterns and holes thereof are common to both said paths.

There are thirteen men, or playing pieces, to each set and the pieces of a set are colored, the color for each set being different from the colors of the others, for easy identification.

When the game is commenced the playing pieces of each player are disposed in the holes of the respective home field, including the hole 54. The object of the game is to move one man at a time toward the opponent's playing field at the diametrically opposite corner of the board. The first player to get all of his men or pieces in the opponent's field wins the game.

Where there are two players playing the game, a single playing path is used and the players place their men or playing pieces in the holes of the respective home fields. Where four players play the game, the players at opposite ends of a playing path are partners, and, of course, try to set up arrangements of their men along the playing path so as not only to help themselves in making plays but also their partners.

After the players decide which one will start the game, the one who starts moves one man out of his home field onto the flight path. Then the opponent makes his move, moving one of his men out onto the flight path.

Moves are made along the lines of the flight path and a player may move from one hole to the next, making but one move or space, or a player may jump over a playing piece if the playing piece he is moving is next to another playing piece and there is an opening at the opposite side thereof. Where a player can jump more than one other playing piece, he can continue to move until there are no more jumps to be made. When playing pieces are jumped they remain on the board.

It is possible to set up arrangements or patterns of playing pieces so that a player may jump or hop over a number of playing pieces, whether his own or the opponent's. For example, if there are alternate playing pieces and holes along the playing path, a player may continue to jump or hop over these pieces until there are no more pieces to jump along this pattern, or there are two successive holes at the end of such an arrangement or pattern.

It is, of course, part of the fun of the game to figure out an arrangement or pattern of pieces so that the maximum number of jumps may be made. A player not only tries to arrange his own men or playing pieces so as to make the maximum progress but also to arrange his men or pieces so as to hinder or block the progress of the opponent.

A player may move backward and forward, sideways, or diagonally, but must end at a point that is head of the position from which he initiated his move.

The player who succeeds in first placing all of his men or playing pieces into his opponent's home field, wins the game.

By having only one opening or connection between each home field and the adjacent end of a playing field, certain important playing features are provided. For example, through this connection all of the men or playing pieces move onto the playing path and all of the opponent's men must come through this same opening in order to win the game.

This single connection arrangement also makes possible one player blocking his opponent's entrance into said one player's home field. It also makes it possible for the opponent to block said one player from getting his men out of the home field and onto the playing path.

At the center of the board there is a space 70 marked off in dotted lines. Of course, this space may be otherwise marked off as by a solid color or any other suitable means.

For convenient terminology the space 70 will be called "the central playing field" and is for the purpose of providing an alternative two-player game.

This central playing field lacks one hole of having as many holes as the combined number of playing pieces of the two players. Of course, this playing field could have still fewer holes but it is the purpose of the invention to have at least one hole less in the central playing field than the total number of playing pieces of the two players.

The object of the game, using this central playing field, is for each player to try and place as many of his men as possible into the central playing field. Here, again, each player moves one man at a time one space, unless he can jump over one or more of his own playing pieces or his opponent's playing pieces, where the playing pieces are alternately arranged with empty holes. Each player may try to arrange his playing pieces in the most effective jumping patterns for fastest progress into the central playing field. Each player may also try to get men down on the opponent's side of the central playing field and block movement of the opponent's pieces. The player succeeding in placing the highest number of his men in the central playing field, wins the game, it being noted that one or the other players can always win because the central playing field lacks one hole of enough holes to accommodate all of the playing pieces of both players.

While the central playing field is best suited to a game by two players, three or four players may also participate. The player getting the most men or playing pieces into the central playing field will, of course, be the winner.

It is thought that the invention and its attendant advantages will be understood from the foregoing description and that it will be apparent that various changes may be made in the form, construction and arrangement of the parts of the invention without departing from the spirit and scope thereof or sacrificing its material advantages, the embodiments hereinbefore described being merely for the purposes of illustration.

I claim:

1. A game board, comprising: a surface marked to provide crossed playing paths, each playing path having a pattern of lines, including a plurality of laterally spaced longitudinally extending lines, transverse lines and diagonal lines to form squares, said board having holes therein for playing pieces at the corners of said squares, each playing path coming to a point at each end, there being a hole in the board at the point, the playing paths at their intersection having common pattern parts and holes, said board also having marked thereon a home field at each end of each playing path, each home field having a pattern formed of lines with playing piece receiving holes in the board at predetermined intersections of said lines and positioned with respect to the adjacent playing path end so that the hole in the board at the point of said adjacent end comprises the sole point of connection between said home field and said adjacent playing field end; and boundary means on the playing paths setting off a central field encompassing parts of said playing paths at the intersection thereof, the number of holes in the central field being at least one less than the total number of holes in two home fields, so that the total number of

playing pieces for two players of the game will be at least one more than the number of holes in said central field.

2. In game apparatus: a board having a surface marked to provide a playing path, said path having a pattern of lines, including a plurality of laterally spaced longitudinally extending lines, transverse lines and diagonal lines to form squares with playing piece receiving holes in the board at the corners of said squares, said playing path coming to a point at each end with a hole at the point, said board also having marked thereon a home field at each end of said playing path, each home field having a pattern formed of lines with playing piece receiving holes in the board at predetermined intersections of said lines and positioned with respect to the adjacent playing path end so that the opening in the board at the point of said adjacent end comprises the sole point of connection between said home field and said adjacent playing field end; and boundary means on said board surface setting off a central field at the longitudinal center of the playing path, the number of holes in the central field being at least one less than the total number of playing piece receiving holes in home fields at the ends of said path so that the total number of playing pieces for two players of the game will be at least one more than the number of holes in said central field.

3. In game apparatus: a game board having a surface marked to provide a playing path having a plurality of playing piece receiving stations and piece movement indicating lines between said stations, a home field marked off on said board at each end of said playing path, each home field having a plurality of playing piece receiving stations with piece movement indicating lines therebetween, the movement of playing pieces between each home field and the playing field being through a single station, and boundary means on said board setting off a central field with certain playing path stations therein, the number of stations in the central field being at least one less than the total number of stations of the home fields so that the total number of playing pieces for two players of the game will be at least one more than the number of stations in said central field.

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