Oct. 23, 1962 J. F. FLANAGAN 3,059,928

DART GAME

Filed Aug. 28, 1959

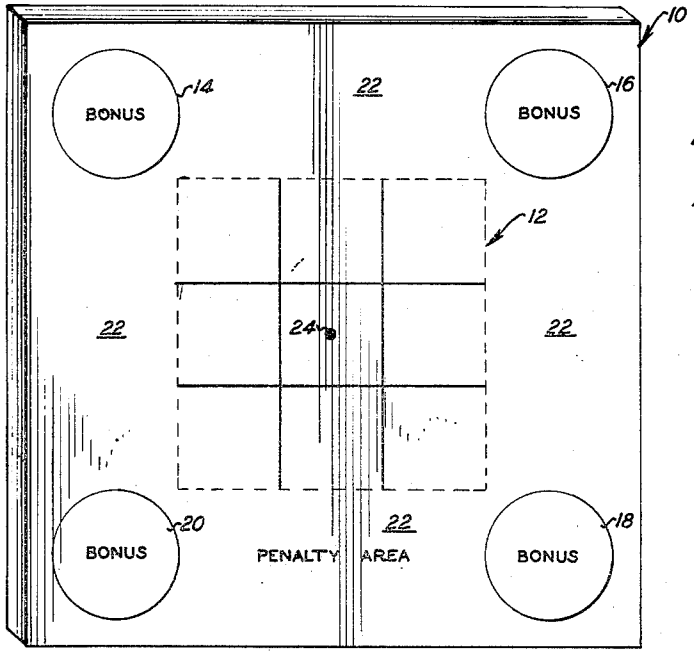


Fig. 1

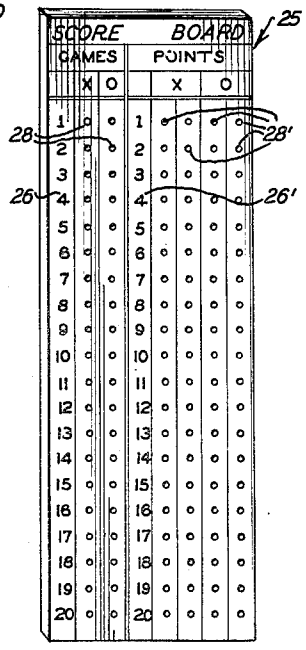


Fig. 2

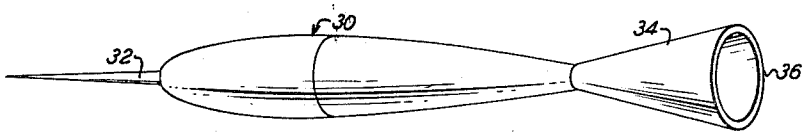


Fig. 3

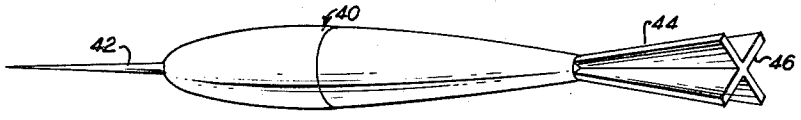


Fig. 4

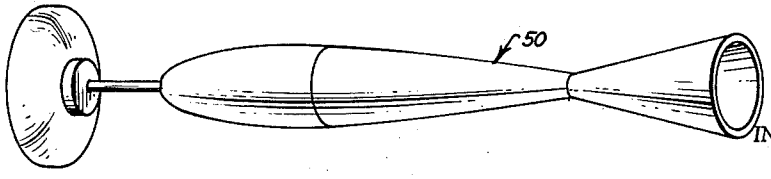


Fig. 5

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DART GAME

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This invention relates to a game of skill, decision, wit-matching and chance, and specifically relates to a game in the nature of ticktacktoe played with darts.

The prior art contains many teachings of various ways to improve or alter the game of ticktacktoe. Even though some of these teachings require expensive electronic equipment to perform various functions, none of these teachings have accomplished the unique and desirable qualities of wit-matching, physical skills and chance this invention contributes to the amusement art.

It is, therefore, an objective of this invention to provide a game which will combine the skill of dart-throwing with the wit-matching techniques of ticktacktoe, and further combining these aspects with the chance element present in both games.

A further objective of this invention is to provide a game suitable for recreation rooms, club rooms, socials, or other events where a spirit of competitive skill mixed with an element of chance is desirable.

A still further objective of this invention is to provide a target board of a suitable substance for accepting a plurality of darts having the conventional ticktacktoe O and X insignia thereon.

One factor in why the game is so competitively intriguing is the ease with which handicaps may be placed on players having different skills. For instance, a player who is a skilled dart thrower may be required to move further from the target than a player with lesser skills, but a player with superior wit-matching capabilities but with less dart-throwing skill may not require the handicap to win his share of the games.

Further objectives and advantages of this invention will be apparent from the following description and claim wherein the construction, arrangement and cooperation of the several parts of the game are set forth.

In the drawings:

FIG. 1 is a plan view of the target of this invention;

FIG. 2 is a score board having one means thereon to tabulate the results of the game;

FIG. 3 shows a dart with an O insignia thereon;

FIG. 4 shows a dart with an X insignia thereon; and

FIG. 5 shows a dart having a vacuum cup adhering means.

Referring now to the drawings, the numeral **10** indicates the target board used with the game. The board or target **10** is manufactured of a material which will permit constant throwing of darts without becoming disintegrated. Cork-based materials and other dart-board materials well known to the art may be used; the precise material of the board not falling within the scope of this invention. Superimposed upon the surface of the target board is the lined lattice-like target **12** directly in the center of the board and arranged to depict a conventional ticktacktoe diagram. Spaced in the four corners of the target board and outwardly from the ticktacktoe diagram are bonus circles **14**, **16**, **18** and **20**. The remaining surface of the board not included in the bonus circles nor the ticktacktoe diagram is designated as a penalty zone **22**. A dot **24** is centrally located in the center of the middle square of diagram **12**. The target may be fitted with a standing device for portable use or, in the alternative, have means to permanently fasten it to a wall, depending on the desire of the user.

Referring to FIG. 2, there is shown a score board **25** having means to conveniently keep score as the number

of games progresses. The game includes variations not normally associated with ticktacktoe, and for that reason permits point scoring, rather than merely game counting. The score board has a column of permanently affixed numerals **26'** spaced adjacent holes **28'**. The board should have a thickness of at least one-half inch. The holes are drilled in the score board with a slight downward inclination so that the darts used with the game may be stored on the scoreboard. In use, the score may be kept with matches, extra darts or any type peg which may be inserted within the holes **28'**. While the point column numbers show 20 for each person, the score board may be made with any number of scoring points. Numerals **26** and holes **28** are also present, if it is desired to keep track of games won and lost.

FIG. 3 shows a dart **30** having a spiked end **32** and a finned end **34**. An O insignia **36** is formed on the finned end of the dart. FIG. 4 shows a dart **40** having a spiked end **42** and a finned end **44** having an X insignia **46** formed on the finned end. It can easily be seen as the dart is thrown against the target, these insignia will be in clear view of the players. FIG. 5 teaches a dart **50** having a suction cup rather than a spiked end. When suction cup darts are used, target **10** should have a smooth surface.

In order to understand the full scope of the invention, one manner of playing the game will be described. Ordinarily the game is played by two individuals having alternate throws. Each player is given approximately ten darts of either the X-type or the O-type. First throw is determined by tossing for the dot **24** in the center square. The individual closest to the dot will have the privilege of having the first throw.

When using a target having a size approximately two feet square, the players will stand approximately ten feet therefrom. Novices may negotiate a handicap with experienced players by lessening this distance from the target. The players will throw the darts in alternate sequence. The first dart in a square claims that square for the thrower. If the dart fails to stick or misses the entire board, the player, in effect, loses that throw. The players sequentially and alternately throw and attempt to build up a diagonal or straight line of their marks in conventional ticktacktoe fashion.

Players landing in the penalty area are penalized by removal of one of their darts from one of the squares they have already claimed. The dart to be removed will be selected by the penalized player's opponent. A dart landing in a square already claimed by an opponent will be void, and in effect, result in that player losing that throw. If the player who had a dart land in a penalty area has not claimed a square, he must permit his opponent to have an additional throw. A system of points may be agreed upon which may be used with the score board **24**. In other words, a point scoring system may be used wherein each game won will count five points for the winner and one point for each dart that a player has posted in excess of the number of his opponent. It is possible then for a loser to cut the advantage of the winner in a game by posting a large number of darts.

A dart landing in one of the bonus circles **14**, **16**, **18**, and **20**, permits that player to obtain an additional throw. A dart landing in the center dot **24** will give that player an additional 2 points, if the point system is being used.

It can be seen that I have described a fascinating game which combines the elements of skill, decision, wit-matching and chance by utilizing only very simple means. The game has blended these elements in a manner to produce an exciting game for all ages.

In a general manner, while I have in the above description, disclosed what I deem to be practical and

efficient embodiments of my invention, it should be well understood that I do not wish to be limited thereto, as there might be changes made in the arrangement, disposition and form of the parts without departing from the principle of the present invention as comprehended within the scope of the accompanying claim.

I claim:

In a game apparatus of skill, wit matching and fortune, a combination of a target board, a plurality of intersecting lines on said target, said lines comprised of a pair of first straight parallel lines running in a first direction, and a second pair of straight parallel lines intersecting said first pair of lines, resulting in an outline having a closed central section surrounded by eight peripheral unclosed sections, a first group of darts and a second group of darts, all of said darts having front and rear portions, means at said front portions to attach said darts to said target when said darts are thrown in contact with said target, and first guide members on each of the darts of said first group forming their rear portions and having circular cross sections such that an O-shaped insignia is presented when viewing said darts from their rear, and second guide members on each of the darts of said second group forming their rear portions and having an X-shaped cross section throughout their length such that an X-shaped insignia is presented when viewing said darts from their rear, wherein one player is given said first group of darts and a second player is given said second group of darts and by alternately throwing said darts against said target, said darts determine a winner between players when three of said darts of the same insignia are first attached to said target in three of said sections which fall in a straight line and said players can distinguish said insignia by viewing the rear portions of said darts.

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