

Jan. 17, 1928.

1,656,205

J. KOWALIK

SNAKE AND SERPENT TABLE BOARD GAME

Filed Sept. 20, 1927

Fig. 1.

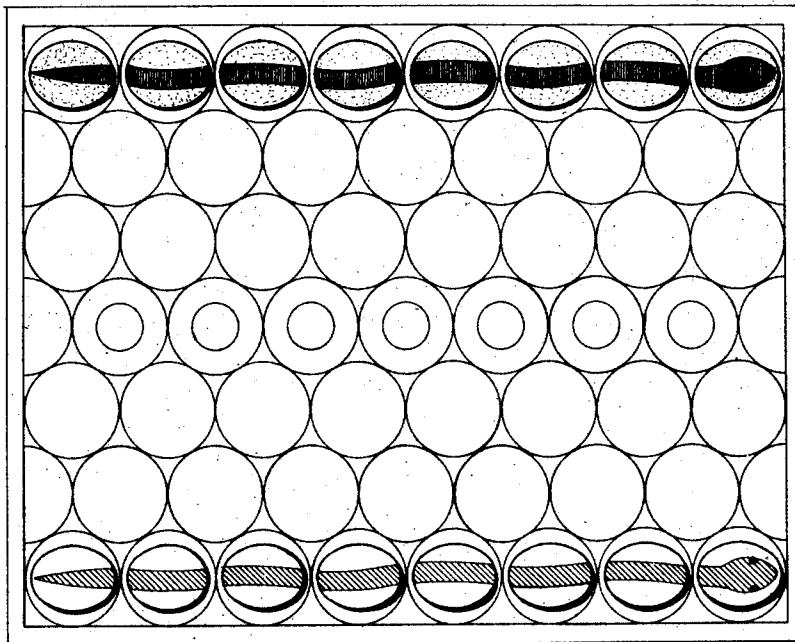
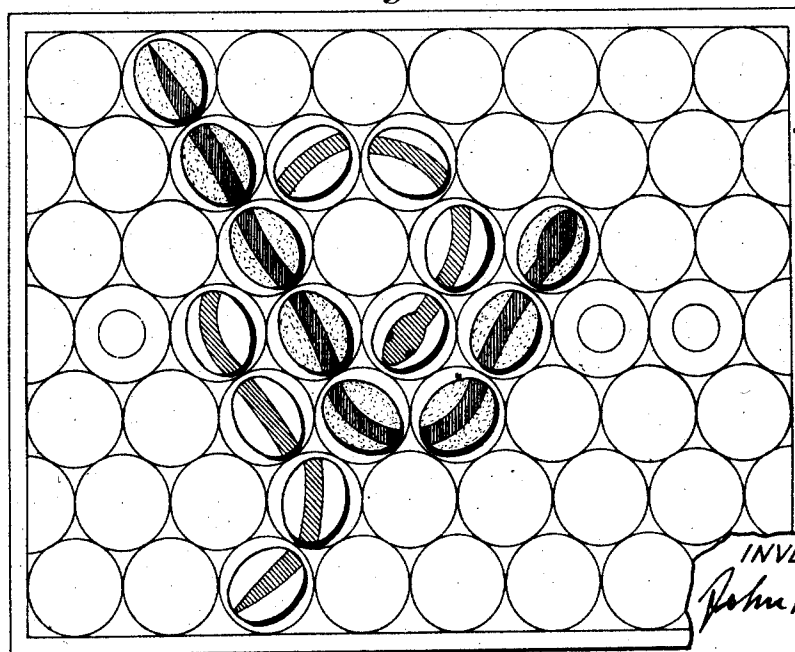


Fig. 2.



Fig. 3.



INVENTOR
John Kowalik

UNITED STATES PATENT OFFICE.

JOHN KOWALIK, OF NEW YORK, N. Y.

SNAKE AND SERPENT TABLE BOARD GAME.

Application filed September 20, 1927. Serial No. 220,800.

The game consists of playing board and counters to be used in conjunction with the board; and the objects of the invention are: first, to provide a new form of amusement and entertainment, and second, to help the players understand more of the life, habits, and habitats of the various snakes.

The invention is illustrated in the accompanying drawing, in which Figure 1—represents the game-board as it appears at the commencement of the game, together with a top view of the counters or playing discs, Figure 3— shows the completion of the game, with the winning snake perfectly formed and running thru the losing snake. Figure 2— shows a cross-section view of the pieces, showing their relative thickness to their size.

The board consists of 53 complete circles in juxtaposition, a central horizontal row of seven circles being marked by a double ring, and six half-circles, three to a side, marking the terminal points of the shorter horizontal lines, consisting of seven circles each.

The counters or discs are oval-shaped, of a size adapted to the dimensions of the playing board (see Figures 1 and 2). Six of

each set of counters are so marked as to represent the body of the snake. The other two counters of each set are marked to represent the head and tail of the snake (see Figure 1).

The game is played by each player moving one of his pieces one circle at a time in any direction, each of the players trying to form a complete snake. A complete snake (see Figure 3) is formed by placing the pieces in regular order—First the head, then the six discs representing the body, and finally the tail. At least the head of the snake must be placed in the opponent's territory—that is, in the circles on his opponent's half of the board. Only the tail piece of the snake may be permitted to remain on the original starting line.

I claim:—

A game device, consisting of a board marked by 53 circles in juxtaposition, and in combination with a series of sets of oval-shaped counters or discs, so marked as to represent, when placed end to end in regular order, a complete snake, and of a size adapted to fit the said circles, the whole being used for the purpose specified.

JOHN KOWALIK.