May 27, 1930. T. C. GRAHAM 1,760,642

GAME OUTFIT

Filed April 2, 1928

Fig. 1.

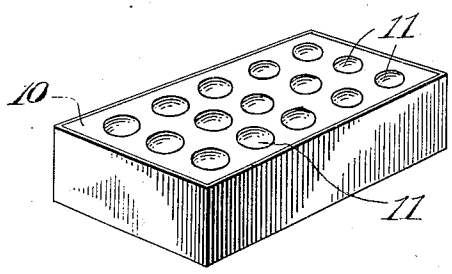


Fig. 2.

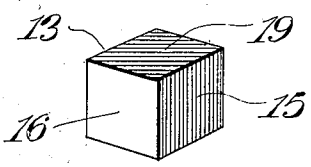


Fig. 3.

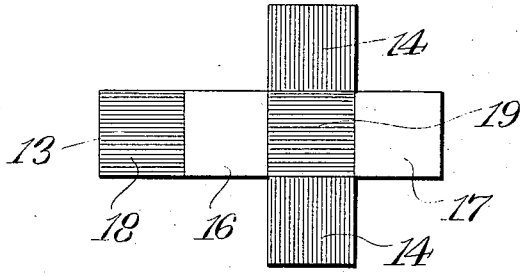
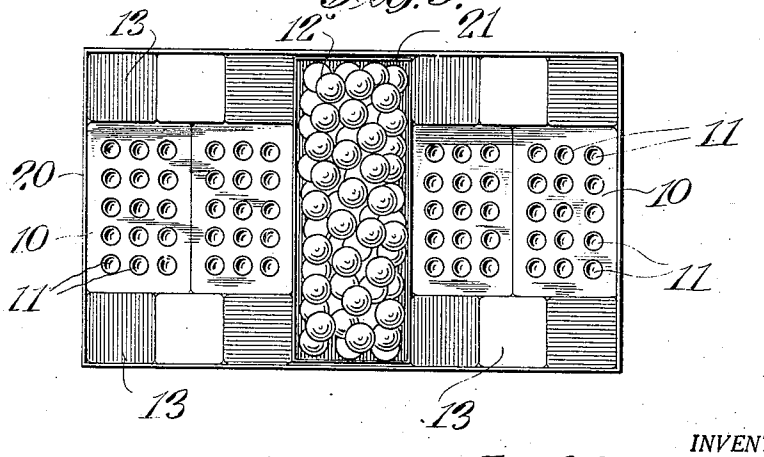


Fig. 4.



Fig. 5.



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UNITED STATES PATENT OFFICE

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GAME OUTFIT

Application filed April 2, 1928. Serial No. 266,526.

This invention relates to game apparatus, and its chief object is to provide simple apparatus by which an amusing game can be played, especially by children. A further object is to provide apparatus for the purpose which is attractive in appearance and can be manufactured and sold at low cost. To these and other ends the invention comprises the novel devices and features hereinafter described.

One form of the invention, in which all the parts are made of wood, is shown in the accompanying drawing, in which

Fig. 1 is a perspective view of one of the two or more blocks or boards on which the playing pieces or counters are placed in play.

Fig. 2 is a perspective view of one of the dice.

Fig. 3 is a development of the die faces on a flat surface showing the three colors of the faces.

Fig. 4 shows one of the playing pieces or counters, which in the present form of the invention are small balls or marbles.

Fig. 5 is a plan view showing a complete game outfit embodying the invention.

The playing board or counting block 10, Fig. 1, is preferably made of wood in about the form and proportions of an ordinary domino though considerably larger. In size it may be about 2⅛ by 1½ by $\frac{11}{16}$ inches, or approximately 6.6 by 4 by 3.9 centimeters. In one of the larger faces the board is provided with two or more longitudinal rows of recesses 11 to receive the counters or playing pieces, the latter being preferably marbles of suitable size, in which case the recesses are usually spherical or conical. One of the marbles is shown at 12, Fig. 4, and for boards of the size suggested the marbles may be about ½ inch or 1.2 cm. in diameter. The marbles are colored in as many different colors as there are rows of recesses in the board 10, and since a board is provided for each player there should be at least as many marbles as the total number of recesses in the boards. Thus with four boards each having three rows of five recesses each, the outfit would have at least sixty marbles, providing each player with fifteen marbles, five of each color. Any colors may be used, preferably contrastive, as for example red, white and blue. The recesses in the boards may, if desired, be correspondingly colored, one row being red, another white, and the third blue. It will be understood that in playing the game in the preferred way a marble can be placed only in a recess of its own color.

The number of marbles that can be placed in a playing board at each play or turn is determined by the player throwing one or more dice the faces of which are colored in correspondence with the marbles. One of the dice is shown at 13, Fig. 2, and in Fig. 3 it is shown developed on a plane surface to show more clearly the preferred coloring of its six faces. As indicated in the last mentioned figure two opposite faces (14, 15) are red, two others (16, 17) are white, and the others (18, 19) are blue. Preferably three such dice are provided for each player. A one-inch or 2.7 cm. block makes a die of convenient size.

A complete outfit for four players is shown in Fig. 5, packed in a suitable box 20, and comprises four boards or counting blocks 10, twelve dice 13, and a compartment or removable tray 21 containing the counters or marbles 12. The counting blocks, dice and marbles or playing pieces may be made of wood or other suitable material as for example plastic material capable of hardening after molding.

The game may be played as follows with the outfit illustrated in Fig. 5. Each player takes his marbles (five of each color) and his three dice, and places his board in front of him. The first player throws his dice. If two dice come "up" with the same color, say white, he puts one white marble in one row of recesses in his board. Thereafter only white marbles can be placed in that row, which is thus appropriated to white. If all three dice turn up the same color he places two marbles of the corresponding color in the appropriate row. When the play has been made, or if the dice turn up three different colors, the turn passes to the next player, who throws and plays in the same manner. At the second turn of the first player, sup-

pose the dice come up with two blue faces. He then places a blue marble in the row appropriated to blue on his board or counting block, and of course each player follows the same rule. That is, the colors coming up on the dice determine the row in which the play is to be made and the color of the marble to be played. The player who first fills his board with marbles, (five of each color) wins the game. Or, the first to fill his board may be considered to have won the "round", and scores as many points as there are empty recesses in his opponents' boards, in which case the player whose score first reaches some predetermined number, for example twenty-five, wins the game. Of course the players may pair off as partners, in which case both partners score the same amount (the number of empty recesses in their opponents' boards) when either wins a round. Obviously the rules and method of play can be varied to suit the age and tastes of the players. For example, "rubbers" may be played, the winner of a rubber adding to his score an amount determined in advance. Or, instead of appropriating the rows of recesses to different colors, the players may agree that the colors must be played in succession. Thus, if a player first turns up two whites his next play must be blue and his third red, placing the marbles in red-white-blue order down one row and up the next, and so on. It will thus be seen that the method and rules may be varied widely, making the game easy or difficult, short or longer, as the players may desire, and various modifications can be included in the instruction sheet (not shown) accompanying the outfit. The sheet may be pasted on the inside of the lid of the box, and may read as follows:

Players—2, 3 or 4.

Each player takes 3 cubes and a counting block.

Marbles should be left in pool or container until points are made.

First to play.—Each player tosses his 3 blocks at once. The one whose blocks turn up red, white and blue, should begin the game. If the blocks of more than one player turn up red, white and blue, they toss again until only one has tossed those colors.

The game.—The first player tosses and if 2 of the same color turn up, a marble of that color is taken from pool and placed on the player's counting block. If 3 of the same color turn up, 2 marbles or points are allowed the tosser. The next to play or toss is the next player to the left, and so on.

The counting block contains depressions for 15 points or marbles.

The object of the game is to fill the counting block with rows of 5 red, 5 white and 5 blue marbles or points.

For very young children.—The first to fill the counter with the proper colors wins.

For others.—If a player throws 3 blocks of the same color (that is all red, all white or all blue) twice in succession, he loses all marbles on his counting block and has to begin over.

When any row contains 4 marbles, and three of that same color are tossed, the tosser is not allowed the 5th point. He must toss 2 only of that color to obtain it.

If when any row is completed with 5 marbles, the tosser should toss 2 or more of that same color he should return 1 marble to the pool, leaving only 4 in that row on the counting block, or if the tosser throws three of a color already completed, he must return 2 marbles to the pool, leaving only 3 marbles in that row on his counter.

The player who first fills the counting block with 15 points or marbles of 5 of each color wins the game.

The winner scores as many points as there are unfilled spaces of all other players

It is to be understood that the invention is not limited to the devices herein specifically described but can be embodied in other forms without departing from its spirit. Nor is the invention limited to any particular number of boards, playing pieces and "dice", since the number of these depends upon the number of players for which the outfit is intended.

I claim—

A game apparatus comprising a plurality of blocks of uniform size constituting playing boards, each having a plurality of depressions arranged in a plurality of rows all said blocks having the same number of depressions and rows; a plurality of sets of dice, three dice in each set, each die having two parallel faces of one color, two parallel faces of another color, and two parallel faces of a third color; and a plurality of marbles to fill the depressions in said blocks, one-third of the marbles being of the first mentioned color, one-third of the second color, and one-third of the third color.

In testimony whereof I hereto affix my signature.

TOM C. GRAHAM.