Jan. 10, 1950 L. W. LOWE, SR 2,494,301

GROOVED GAME BOARD AND DISKS FOR SAME

Filed July 3, 1946

FIG 1

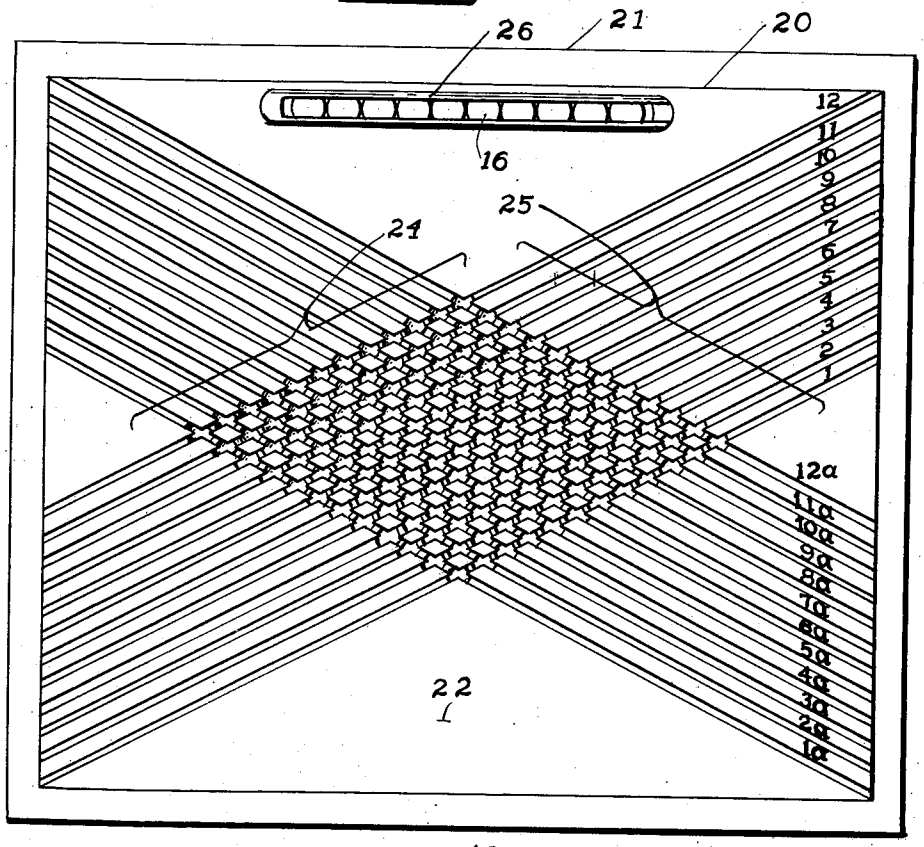


FIG 4

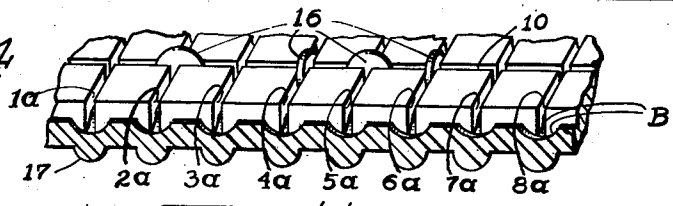


FIG 3

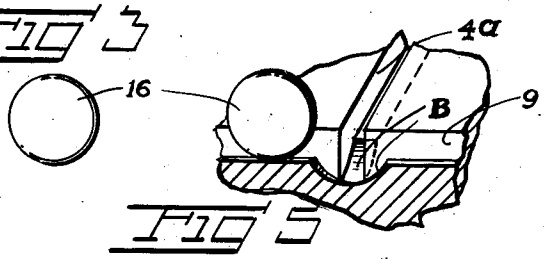
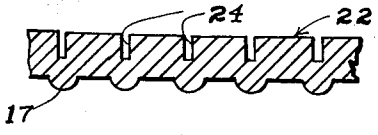


FIG 5

FIG 2



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GROOVED GAME BOARD AND DISKS FOR SAME

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4 Claims. (Cl. 273—131)

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My invention relates to a game played with disks rolled on a board of the chess board type, with intersecting grooves which run substantially in diagonal direction.

Twelve disks or "men" are used, by each opponent, making alternate moves and throws, the first player to gain the opposite side, that is, the end of the grooves, with his "men" or disks being the winner.

Another way of playing the game is to make the moves according to the points between 1 and 12, obtained from dice thrown by each player in turn. In the event one player's move is blocked by his opponent's disk standing at the intersection of the groove, used at the time, said player loses his move which must pass on to his opponent. Should all grooves be blocked the game is lost.

An embodiment of this invention is illustrated in the drawing wherein:

Figure 1 is a top plan view of the game board with 24 grooves in all;

Figure 2 is a sectional view taken on a plane along line 2—2 of Figure 1;

Figure 3 is a side elevation of one of the disks used;

Figure 4 is a length section of a groove along line 4—4 of Figure 1 in part perspective; and

Figure 5 is a fragmentary perspective view in larger scale showing the pockets in the grooves for the disks.

In the drawing, Figure 1 represents a game board, denoted by numeral 20, of square or rectangular shape, surrounded by a frame 21. The board has a flat top surface. The bottom surface of the board may also be plain, but preferably corrugated as shown at 17 in Figure 3 in order to make it stronger and lighter.

The top surface 22 is provided with two sets of grooves, one set 24, of twelve grooves running in the direction from left upper corner of the board down to the right lower corner, and the second set of grooves 25, running in the opposite direction from the right upper corner down to the left lower corner of the board.

There are here shown twelve diagonal grooves in each set, but of course a smaller or greater number may be used. Likewise, it should be understood that instead of running the grooves diagonally as here shown, forming diamond shaped spaces between them, the grooves may instead intersect to form squares.

In playing the game, small, thin disks 16, Figure 3, are used for rolling in the grooves, each set having its own color, as for instance one set

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red and the other set white. The disks are all of one size, as from ¾ inch to one inch, similar to poker chips. The depth of the grooves 24 and 25, cut in the top of the board, is about ⅓ of the diameter of the chip 16, that is, the greater portion of a chip will stand above the top of a groove in which it is inserted. The thickness of the board must be sufficient not to be weakened by its cutting up by the many grooves. For that reason, the board may be reinforced by ridges 17, provided on the underside of the board, one beneath each of said grooves 24 and 25.

These grooves 24 and 25 have all smooth faced bottoms between intersections, where a pocket or depression B is provided so that a disk 16, dropped at the starting end from the left side of the board in the first or any other groove counted from the bottom end of the field or set of grooves 24 is moved step by step from one crossing groove 25 to the next where it will be stopped in a pocket B before it can reach the upper right end of the board. A disk will accordingly have a "jumpy" path from start to finish.

As will be seen, all the twelve grooves 1 to 12 in one set 25 are extended in both directions beyond the grooves 1*a* to 12*a* of the other set 24. These extensions of the grooves may be used for placing the "men" or disks 16 in readiness for starting the game.

As already stated, the two players have alternate moves, and the game is to pass all twelve disks across the board to the other side. Each player tries to prevent his opponent from winning and the only way to do this is for him to manage to have his disk 16 in groove 4*a*, for instance, to obstruct the player's disk at the intersection of groove 10, see Figure 3, to pass beyond said point. This tactic is repeated at each move.

At the top of the board is shown a "bench" or seat 26 for idle "men" or chips 16, not in use.

It is to be understood that the invention as herein disclosed may be varied from the details described and shown without departure from the spirit of the subjoined claims.

I claim:

1. In a two player game, the combination of two sets of similarly formed disk-shaped game pieces, the two sets of pieces having distinguishing markings, a game board for rolling said sets of game pieces thereacross in mutually crossing direction, said game board having two sets of grooves formed therein, each set of grooves being for use with a set of game pieces and having one groove for each game piece in each set, the

grooves of each set being parallel to each other and the grooves of one set intersecting with the grooves of the other set, each of the grooves being rectangular in cross section and having a width sufficient to freely receive said game pieces when positioned upright therein whereby the game pieces may be rolled along in the grooves, each groove having a depth equal approximately to one third the diameter of the game pieces, each groove of each set having cylindrically shaped pockets formed in the bottom thereof at each intersection thereof with the grooves of the other set, said pockets conforming to the peripheral curvature of the game pieces whereby the pieces are interfittingly received therein, and the depth of each pocket being approximately equal to one third the diameter of the game pieces whereby approximately one third of a game piece projects above the game board when the piece is resting in one of said pockets.

2. In a two player game employing two sets of similarly shaped disks of distinguishing markings for the two sets, a game board for rolling said sets of discs thereacross in mutually crossing directions, said game board having two sets of rectangular grooves formed in the top surface thereof, each set of grooves being for use with a set of disks, one groove of each set of grooves being provided for each disk of a set, the grooves of each set being parellel to each other and the grooves of one set intersecting with the grooves of the other set, each of the grooves having a width sufficient to freely receive said disks when positioned upright therein whereby the disks may be rolled along in the grooves, each groove of each set having cylindrically shaped pockets conforming to the peripheral curvature of the disks formed in the bottom thereof at each intersection thereof with the grooves of the other set, each of the grooves being of sufficient depth to cause approximately two thirds of a disk positioned therein to project above the game board, and each pocket being of sufficient depth to cause approximately one third of a disk positioned therein to project above the game board.

3. A game board for use with a plurality of identical disk-shaped game pieces and having two sets of rectangular grooves formed in the top surface thereof, the grooves of each set being parallel with respect to each other and the grooves of one set intersecting with the grooves of the other set, each of the grooves having a width sufficient to freely receive said game pieces when positioned upright therein whereby the game pieces may be rolled along in the grooves, each groove of each set having cylindrically shaped pockets conforming to the cylindrical periphery of the game pieces formed in the bottom thereof at each intersection thereof with the grooves of the other set, and said grooves and pockets having depths approximately equal to one third the diameter of the game pieces.

4. A game board for use with a plurality of game disks and having two sets of rectangular grooves formed in the upper surface thereof, the grooves of one set intersecting with the grooves of the other set and the grooves of each set being parallel with respect to each other, each groove being of sufficient width and depth to support said disks upright therein and to provide free rolling movement of the disks therein, each groove of each set having cylindrically shaped disk receiving pockets formed in the bottom thereof each intersection thereof with the grooves of the other set and of sufficient depth to prevent free rolling of the disks through the intersections, and said board having a plurality of ridges formed on the bottom surface thereof arranged beneath said grooves respectively whereby to provide sufficient strength for a board of light weight.

LAURENCE W. LOWE, SR.

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