Nov. 23, 1926. 1,607,660

C. C. ZABRISKIE

GAME

Filed Nov. 10, 1924 2 Sheets-Sheet 1

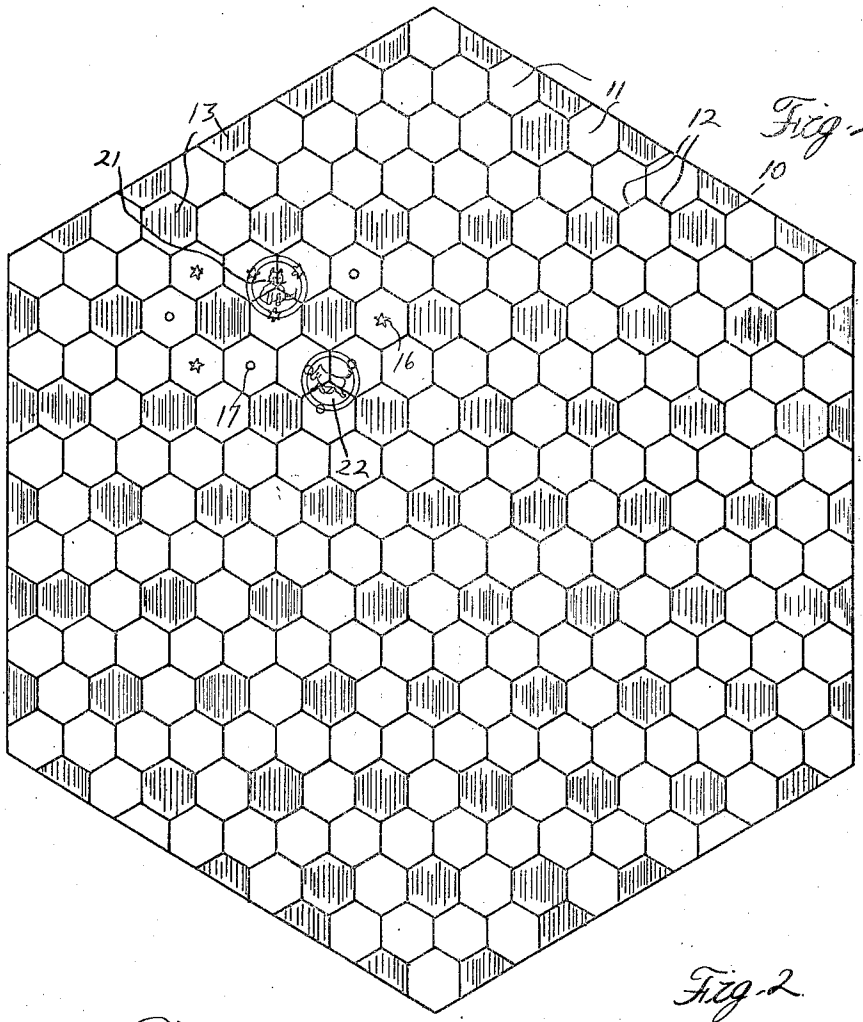


Fig. 1.

Fig. 2.

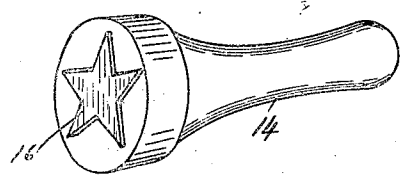
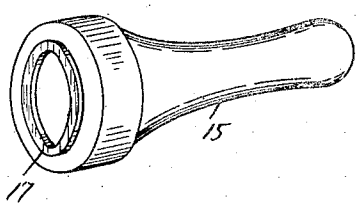


Fig. 3.



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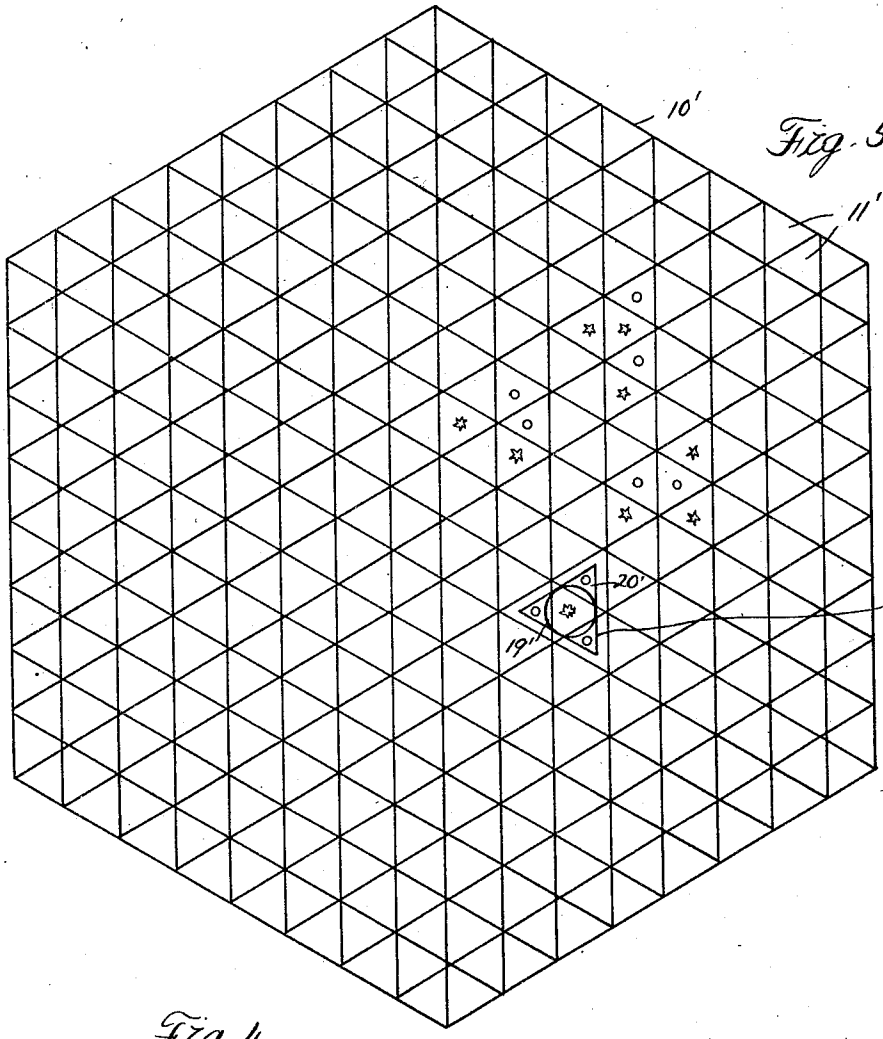
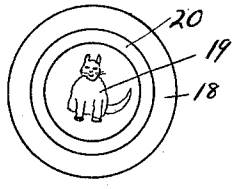


Fig. 5.

Fig. 4



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UNITED STATES PATENT OFFICE.

CHARLES C. ZABRISKIE, OF DETROIT, MICHIGAN.

GAME.

Application filed November 10, 1924. Serial No. 748,968.

My invention relates to games and has among its objects to provide a novel game or puzzle which will afford entertainment as well as possessing educational value. A further object of the invention is to provide a game employing hand stamps. Children are very fond of using stamps and my invention affords an interesting and entertaining opportunity for the use of hand stamps bearing various characters as will be hereafter explained.

With these and other objects in view, the invention resides in the novel feature of construction and combinations and arrangements of parts as more fully hereafter described and claimed.

Referring to the drawings:

Figure 1 is a plan view of the game board;

Figure 2 is a perspective view showing a hand stamp to be used by one of the players;

Figure 3 is a like view showing a hand stamp to be used by another player;

Figure 4 is a plan view illustrating one form of a score stamp; and

Figure 5 is a plan view of a modified form of game board.

In the drawing 10 indicates the game board having a plurality of areas or spaces 11 formed by dividing lines 12. As shown in the drawings the spaces 11 are polygonal and certain of the spaces may be filled in such as shown at 13.

Any number of participants may play the game, each being provided with a hand stamp bearing an identifying character such as the stamps 14 and 15. Stamp 14 bears a character in the form of a star 16 and stamp 15 bears a character 17 in the form of a circle.

Stamp 18 I have termed a score stamp as it is used only after a player has been successful in stamping certain of the spaces 11 with one of the stamps 14, 15 in a manner that will be presently apparent. Each player is provided with a score stamp, each of such stamps bearing an identifying character such as the representation of an animal. Such a character is shown at 19 in the form of a cat within the circle 20. Other players will be provided with score stamps differing in the identifying character within the circle 20. For example other players will have score stamps bearing characters in the form of dogs, elephants, etc.

In playing the game each player is provided with a stamp such as 14, or 15. If the player having stamp 14 is to start first he will first ink the star character 16 by means of an ordinary ink pad or the like and he will then select and stamp any of the spaces 11. The player having stamp 15 will then stamp a space with the circle character 17. Other players will follow in turn, the object being for each player to fill any three adjacent spaces with his stamp character. When any player has been successful in stamping three adjacent spaces 11 he takes his score stamp, such as 18 and stamps the three spaces with the score stamp bearing the identifying character such as the cat 19. For example I have shown at 21 the print of the score stamp 18, having been used by the player using hand stamp 14 in successfully stamping three adjacent spaces with the star character. Likewise at 22 I have shown the print of the score stamp used by the player using hand stamp 15, such score stamp bearing an identifying character in the form of a dog. After all the spaces 11 have been filled in, each player counts the number of points of his score stamp to determine the total score made.

It is obvious that the characters used on all the stamps may be varied as desired. For example the character may take the form of flowers, birds, etc.

Referring to Figure 5 I have shown a modified form of game board 10′. In this type of board spaces 11′ are triangular shaped, the object of the game being for one player to encircle another player's character at which time the score stamp is used as before, as shown at 21′. This score stamp is shown comprising a triangular border 20′ and the identifying character 19′ in the form of a circle.

Instead of employing stamps bearing different identifying characters each player may use a like stamp, different color inks being employed to differentiate the marks and scores of each player.

Furthermore it is obvious that my invention is not limited to any particular design of game board but may include various types of such boards two of which I have illustrated in Figures 1 and 5. Preferably the game boards are prepared on paper and may be discarded after each has been used for a game.

While it is believed that from the fore-

going description, the nature and advantages of my invention will be readily understood, I desire to have it understood that I do not limit myself to what is herein shown and described and that such changes may be resorted to when desired as fall within the scope of the claims.

What I claim as my invention is:

1. In a game device, the combination with a game board having a plurality of spaces, of a plurality of hand stamps bearing characters adapted to transfer impressions of said characters to said spaces, by stamping inks, score stamps bearing score characters adapted to transfer impressions of said score characters to said game board affording means of recording scores in the use of said game device.

2. In a game device, the combination with a game board having a plurality of spaces, of a plurality of hand stamps bearing characters adapted to transfer impressions of said characters to said spaces, score stamps bearing score characters adapted to transfer impressions of said score characters to said game board by reason of a plurality of colors of stamping inks, affording means of differentiating said impressions of said score characters.

3. In a game device, the combination with a game board having a plurality of spaces, of a plurality of hand stamps bearing characters adapted to transfer impressions of said characters to said spaces through use of stamping inks, score stamps bearing score characters adapted to transfer impressions of said score characters to said game board, said score characters being differentiated, each from the other, affording means of differentiating said impressions of said score characters.

4. In a game device, the combination with a game board having a plurality of spaces, of a plurality of hand stamps bearing characters adapted to transfer impressions of said characters to said spaces through the use of stamping inks, score stamps bearing score characters adapted to transfer impressions of said score characters to said game board to adjacent impressions of characters of said hand stamps previously transferred to said spaces.

In testimony whereof I affix my signature.

CHARLES C. ZABRISKIE.