

Nov. 9, 1926.

1,606,339

H. BRAT

GAME BOARD

Filed Dec. 12. 1925

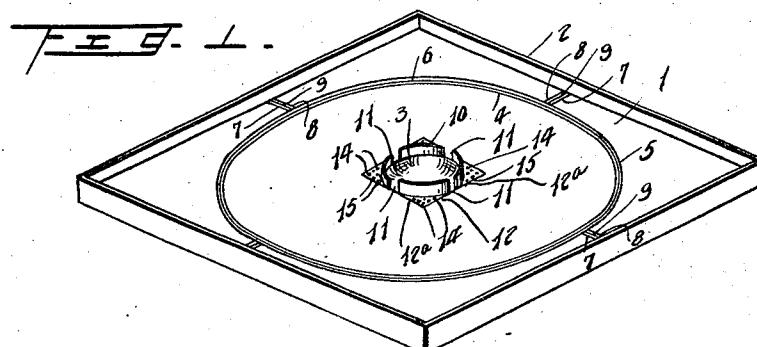


FIG. 2.

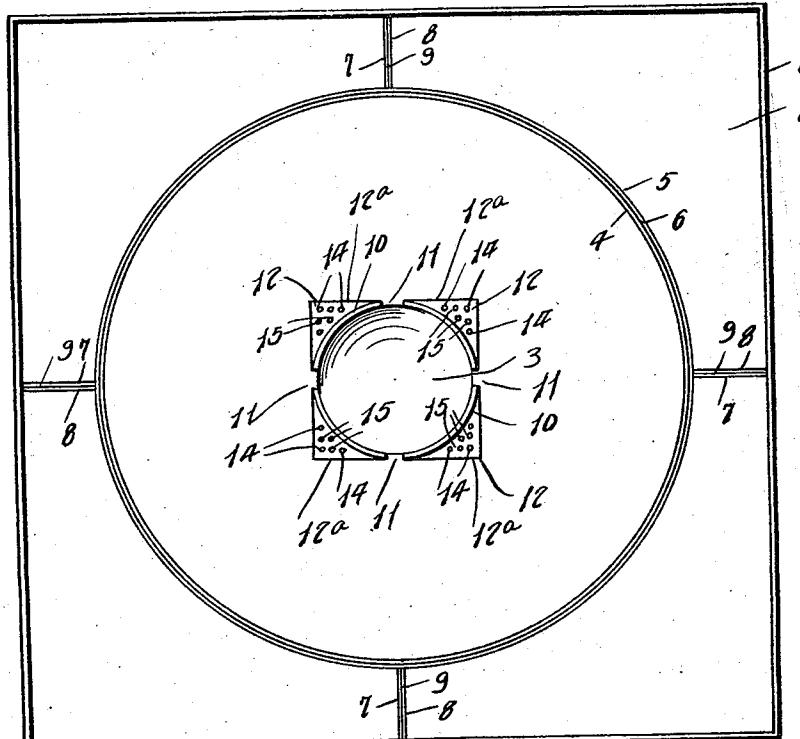


FIG. 3.

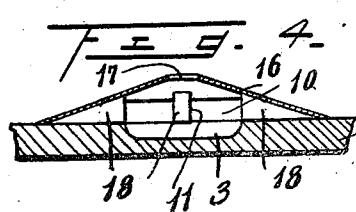
FIG. 3.

Inventor

H. Brat.

By

John Randolph Jr.
Attorney



UNITED STATES PATENT OFFICE.

HERO BRAT, OF GRAND RAPIDS, MICHIGAN.

GAME BOARD.

Application filed December 12, 1925. Serial No. 75,022.

This invention relates to game boards, and has for one of its objects the provision of a novel, simple and inexpensive device of this character on which a number of highly amusing games may be played.

With the foregoing and other objects in view, the nature of which will more fully appear as the description proceeds, the invention consists in the novel construction, combination and arrangement of parts hereinafter fully described and claimed, and illustrated in the accompanying drawing, wherein:

Figure 1 is a perspective view of a game board embodying my invention,

Figure 2 is a top plan view of the game board,

Figure 3 is a view in side elevation of one of the mallets used to propel the game pieces over the game board,

Figure 4 is a detail sectional view illustrating the application of the guard caps used when playing certain games, and

Figure 5 is a view in side elevation of one of the game pieces.

Corresponding and like parts are referred to in the following description, and designated in the several views of the accompanying drawing, by similar reference characters.

The game board comprises a rectangular panel 1 around which a rim 2 extends and in the center of which a concave pocket 3 is located. On the surface of the panel 1 are circular lines 4, 5 and 6 which are concentrically arranged with respect to each other and to the pocket 3. The inner line 4 and outer line 5 are black, and the intermediate line 6 is red and heavier than the other lines. Straight lines 7, 8 and 9 extend from the center of each side of the rim 2 to the circular line 5 and separate into four equal spaces that portion of the surface of the panel 1 located between said circular line and the rim 2. The outer lines 7 and 8 are black, and the intermediate and heavier lines 9 are red. A cylindrical guard 10 is secured to the panel 1 about the pocket 3. This part is fully open at its upper end and is provided with four vertical slots 11 which extend from the surface of the panel 1 to and through the upper end thereof. In each of a plurality of triangular spaces 12 arranged in close proximity to the guard 10 and outlined by black lines 12^a, are black recesses 14 and white recesses 15. Each group of recesses is arranged between an

adjacent pair of the slots 11. The recesses 14 are hereinafter referred to as "black dimples" and the recesses 15 as "white dimples". A conical cap 16 provided in its apex with an opening 17, is adapted to be placed on the panel 1 over the guard 10 when playing one of the two games that may be played on the board. When the cap 16 is in place over the guard 10, the opening 17 of the cap registers with the interior of the guard. The cap 16 is held against casual displacement and turning movement on the guard 10 by lugs 18 which are secured to the inner side of the cap and fit in the slots 11 of the guard. The game board is equipped with a number of spherical game pieces or marbles 19, and a number of mallets 20 of which the latter each comprises a handle 20^a and a head 20^b. The height of the rim 2 is equal to the diameter of the marbles 19. The depth of the pocket 3 is equal to the radius of the marbles 19, and the depth of the dimples 14 and 15 is just sufficient to hold the marbles against casual movement. The width of the slots 11 and the diameter of the opening 17 are slightly greater than that of the diameter of the marbles 19.

The two games that may be played on the board are respectively entitled "Marble" and "Wildshot".

The game of "marble" may be played by two persons and when being played the cap 16 is not used. One player uses twelve marbles of one color and the other a similar number of marbles of another color, and these marbles are called "buffers". The buffers of one player may be red and those of the other green. Each player also uses a marble called a "smasher", and the smashers differ in color from each other and from the buffers. One player places his buffers in the black dimples 14 while the other places his buffers in the white dimples 15. The aim of the game is for each player to cage his own buffers, that is to say, to propel them into the pocket 3 through the slots 11 of the guard 10, and this may only be done through the medium of the player's smasher which may be snapped with the finger or with a mallet. The smasher of a player may be placed at any point on the smasher line which consist of the lines 4, 5 and 6, or at any point outside of the smasher lines. All of the buffers must be caged and the player caging his buffers first wins the game. If a player cages his

smasher without at the same time caging one of his buffers his turn ends. If he fails to cage a buffer and his smasher he is entitled to one more turn. If he cages a buffer and his smasher at the same time he is also entitled to one more turn. If a player cages one of his opponent's buffers, his turn ends. He is, however, entitled to another turn if he cages one of his own buffers and one of his opponent's buffers at the same time. If a player's buffer gets behind the smasher line in his half of the board, he must shoot it away from the other quarter of his half of the board, and not in the quarter in which the buffer is located. If a buffer is driven off of the board it is placed on a dimple nearest the owner of the buffer. The players have straight line shots for three of the guard slots, but the skill of the game resides in propelling the buffers from the farther side back in line with the slots. The arrangement of the buffers is such that both players have precisely the same chances. One of the players picks the color he wants to play before the game starts, and starts the game by shooting his smasher into the groups of buffers for the purpose of scattering them.

The game of "wildshot" may be played by two persons. In this game the cap 16 is used, and the aim of the game is for each player to roll his marbles up the cap and into pocket 3 through the opening 17. Each player is provided with ten marbles, and the marbles of one player differ in color

from those of the other. The players start together and play as rapidly as possible, and the one who succeeds in first rolling all of his marbles into the pocket 3 wins the game. The marbles may be rolled from the lines 4, 5 and 6 or from any point outside of these lines.

The other side of the game board may be constructed as shown and described in my copending application, filed 31st day of December 1925, and serially numbered 78,557.

What is claimed is:—

1. A game board having a central pocket, a guard surrounding the pocket and open at its upper end and provided in its side with openings, and a conical cap removably positioned over the guard and provided in its apex with an opening communicating with the guard.

2. A game board having a central pocket, a guard surrounding the pocket and having its upper end open and provided in its side with openings, a conical cap positioned over the guard, and elements carried by the cap and fitting in the openings of the guard.

3. The herein described game including a board having a central pocket, a guard surrounding the pocket and having its upper end open and provided in its side with openings, said board being provided adjacent the guard and between each pair of openings therein with a group of recesses, and buffers positioned in the recesses.

In testimony whereof I affix my signature.
HERO BRAT.