N. E. KNALL.

GAME.

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1,303,482. Patented May 13, 1919.

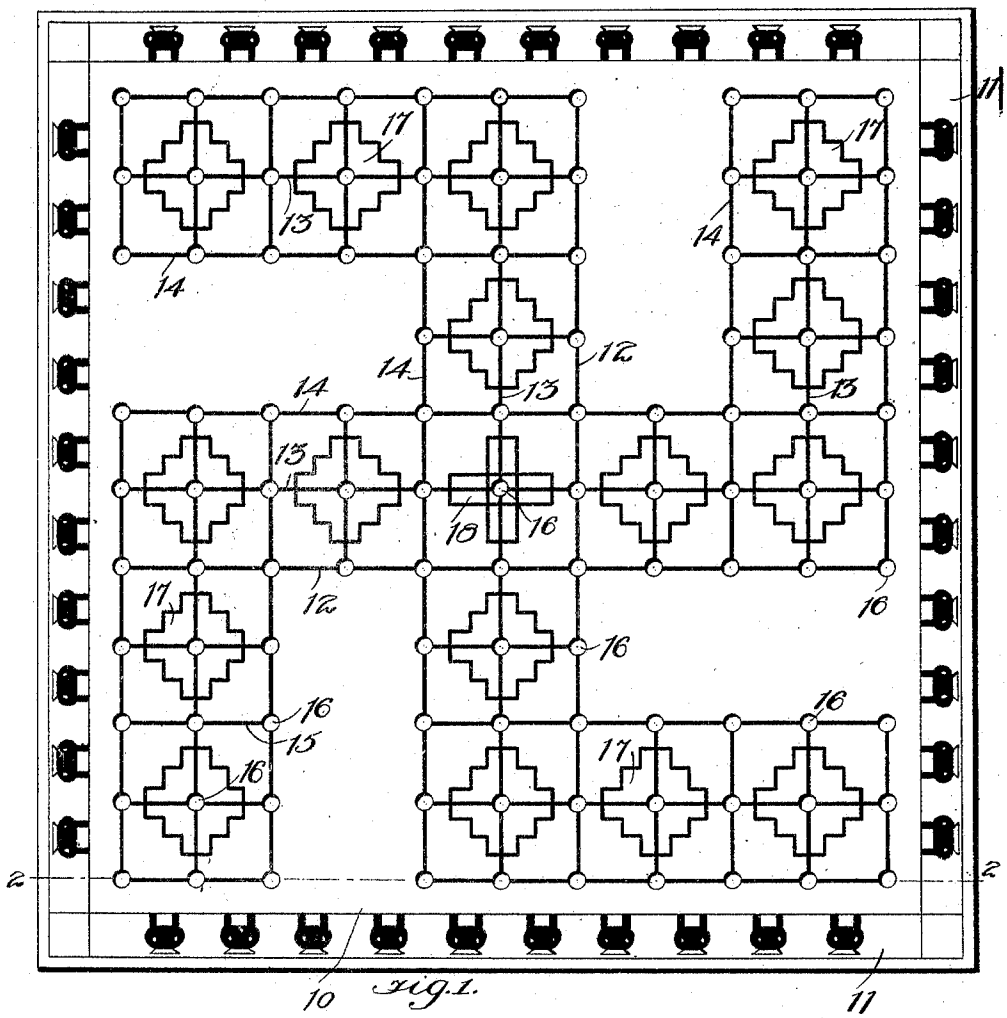


Fig. 1.

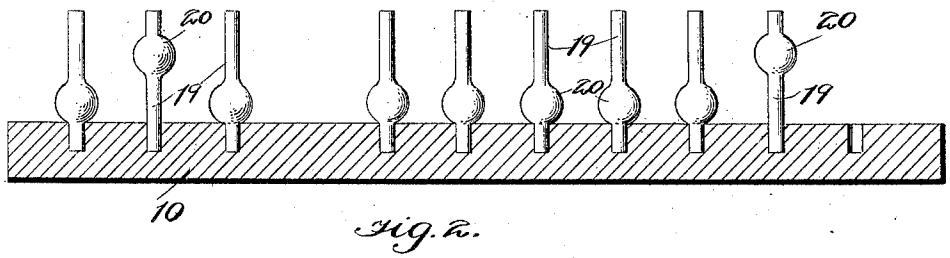


Fig. 2.

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GAME.

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To all whom it may concern:

Be it known that I, NETTIE E. KNALL, a citizen of the United States, and a resident of Phoenix, in the county of Maricopa and State of Arizona, have made certain new and useful Improvements in Games, of which the following is a specification.

My present invention relates generally to games, and more particularly to a game board and pieces, my object being the provision of a novel amusing game, of which the structure and design of the board, as well as the pieces, will bring about certain advantages that I will now describe in detail in connection with the accompanying drawing, which latter forms a part of this specification.

In the drawing:—

Figure 1 is a top plan view of the game board constituting a part of my invention, and,

Fig. 2 is a transverse section taken therethrough substantially on line 2—2 of Fig. 1, illustrating certain of the game pieces in position.

Referring now to these figures my invention proposes the use of a rectangular game board generally indicated at 10, which may be formed of any suitable material, and which is preferably square in order to inclose a square area with a parallel border entirely around the board, as indicated at 11, having certain fanciful figures therein, which will correspond to the character of the game.

As shown, the figures in the border are pictorial representations of men, as seen in Indian drawings, carvings, and the like, the inner square area of the board which constitutes the playing field, having a design laid out in what is known as swastika, the Indian term for "good luck", this figure or design being formed by three parallel lines 13 and 14 in each section, joined by short, parallel transversely extending lines 15 at equi-distantly spaced points throughout the figure.

At the junction of the several lines 12, 13, 14 and 15, the game board has openings 16, and in the squares formed by the joining of the several longitudinal and transverse lines, are centrally disposed geometrical figures 17, inclosing the central openings 16 of each square or block, in order to mark the same for a purpose to be presently described, it being noted that the opening 16 at the center of the entire figure or design is inclosed by a plain cross 18 so as to distinguish the same from the series of geometrical series 17 throughout the design and at all sides thereof.

Game pieces preferably of the nature shown at 19 in Fig. 2 are utilized consisting of a stem, either end of which is projectable into the openings 16, having an enlargement or head 20 nearer to one end than to the other, the game pieces being thus reversible in order that the game may be properly played according to the proposals as follows.

It will be noted that in addition to the interest by virtue of its Indian origin, the playing portion of the board along the lines of the swastika figure, conveniently permits of the playing of either two, three or four persons, as desired, each of the players starting with fifteen of the game pieces 19, located in his or her particular angular leg of the swastika figure or design, moves being made into the main portion of the figure in position, each player moving his pieces a single space at a time from opening to opening, and in either a forward or lateral direction. These pieces will be known as "braves" and will stand with their head ends downward and the exception to this lies in those pieces which are moved into the openings 16 at the centers of the geometrical figures 17, these latter pieces being then known as "chiefs", and being immediately reversed with the head ends up in order to properly distinguish them from the first named pieces. The game proceeds and jumps are made to take the game pieces of the opponent, and under certain rules which provide either for jumping when in position for so doing or forfeiture of the particular piece, and another exception lies in the opening 16 at the center of the entire figure inclosed within the cross 18, any piece upon being forced into this space being declared dead and being put out of play.

It is obvious that the particular design of the playing field conveniently permits of either two, three or four players and that in case of four players they may play as partners or individually, as desired.

It is also obvious that the rules may be changed to suit the desires of the players in certain respects and that the game may be either played as ordinarily, or what is known as "give away", in which the object is to get rid of the pieces instead of the capture of

the game pieces of the opponent or opponents.

I claim:—

1. A game including game pieces and a game board, the latter of which has a playing field in the design of a swastika made up of parallel longitudinal and transverse intersecting lines and having openings adjacent the points of intersection of said lines for the reception of the game pieces, said game board also having figures surrounding certain of said openings and distinguishing the same from the remaining openings of the series, for the purpose described.

2. A game including a game board having perforations, and game pieces consisting of pins movable at each end thereof into the openings of the game board and having intermediate enlargements nearer to one end than to the other, for the purpose described.

NETTIE E. KNALL.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."