Feb. 23, 1965 J. NIELSEN 3,170,696

GAME BOARD WITH NUMERICALLY DESIGNATED COMPARTMENTS AND A PLAY SELECTOR WITH CORRESPONDING NUMERALS

Filed May 11, 1962 2 Sheets-Sheet 1

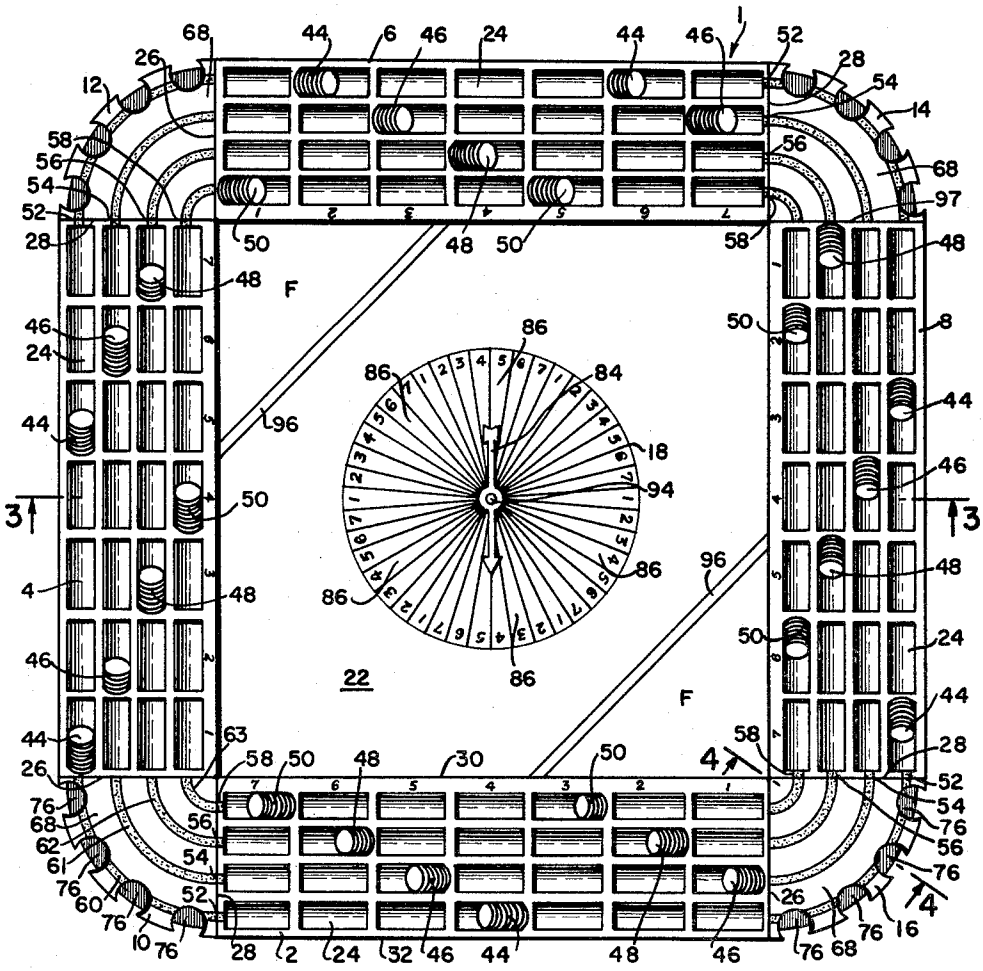


FIG. 1.

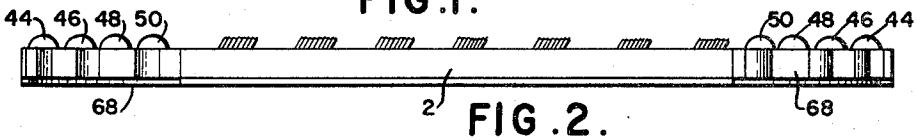


FIG. 2.

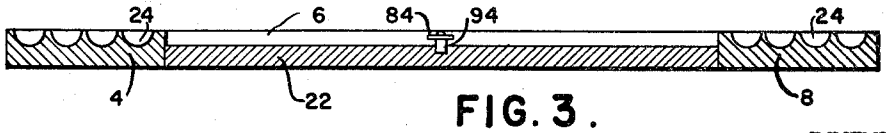


FIG. 3.

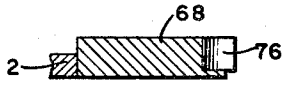


FIG. 4.



FIG. 5. FIG. 6.

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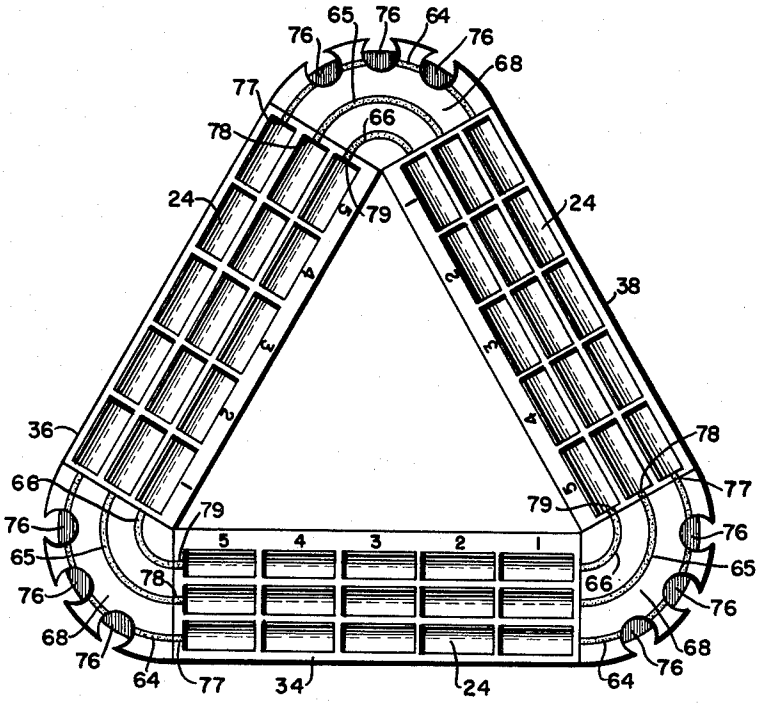


FIG. 7.

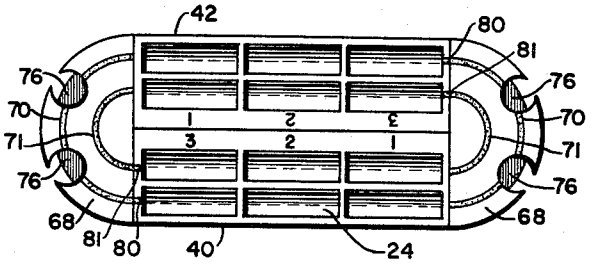


FIG. 8.

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GAME BOARD WITH NUMERICALLY DESIGNATED COMPARTMENTS AND A PLAY SELECTOR WITH CORRESPONDING NUMERALS

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4 Claims. (Cl. 273—134)

This invention relates to game devices and more particularly to a new and useful game apparatus and game playing method employed in conjunction therewith.

The invention has for an object the construction of a device which is characterized by individual home-field sections, each being provided with rows and columns of chip-receiving-troughs and each section being associated with a home-bonus member adapted to hold a predetermined number of chips.

More specifically, the invention contemplates arrangements and combinations of the aforesaid components suitably accommodating two or more players, the game to be played according to predetermined rules.

A further object of the instant invention resides in the provision of a spinnable pointer whereby the nature of a particular play may be governed.

Another object of the present invention is to provide a game apparatus wherein each player, although facing his particular home-field section and concerned with the movement of chips corresponding to one particular predetermined color, is further engaged in the movement of said chips within home-field sections of other players, the end purpose being the accumulation of chips of any color according to prescribed rules to be described hereinbelow following.

Other objects, features, and advantages of the invention will become apparent from a study of the following specification, taken in conjunction with the accompanying drawings, wherein like reference characters designate corresponding parts throughout the several views, and wherein:

FIGURE 1 is a plan view of the components of the game apparatus arranged for the accommodation of four players, a game board being provided centrally thereof according to the preferred embodiment of the invention;

FIGURE 2 is an elevational view of the game apparatus illustrated in FIGURE 1;

FIGURE 3 is a sectional elevational view taken along line 3—3 of FIGURE 1;

FIGURE 4 is a fragmentary sectional view taken along line 4—4 of FIGURE 1;

FIGURE 5 is a plan view of a typical color chip employed in each embodiment of the present invention;

FIGURE 6 is a side elevational view of the chip shown in FIGURE 5;

FIGURE 7 is a plan view of modified components of the game apparatus arranged for the accommodation of three players, the central game board being absent therefrom, the play-selector not being shown therein; and

FIGURE 8 is a plan view of another modification of the components of the game apparatus arranged for the accommodation of two players, the central game board being absent therefrom, and the play-selector not being shown therein.

It will be understood that the foregoing general objectives and the following detailed description as well are exemplary and explanatory but are not restrictive of the invention.

Referring now in detail to the present preferred embodiment of the invention illustrated by way of example in the accompanying drawings, FIGURE 1 shows the assembled game-apparatus designated generally by numeral 1, said game-apparatus being suitably arranged for the

amusement of four players, the components thereof being placed upon a flat surface, e.g., table, floor or the like and positioned in a generally circumferential manner as shown.

The game comprises home-field or side sections 2, 4, 6 and 8, home-bonus or corner members 10, 12, 14 and 16, play-selector 18, a plurality of color chips 20, and a central game board 22, the latter defining a playing area, said home-field sections and home-bonus members being arranged peripherally thereabout.

It will be observed that said home-field sections are similarly formed of compartmentalized troughs 24, each trough being adapted to receive a plurality of said color chips 20 in the manner shown in the drawings, the arrangement of said troughs being coordinate, four rows and seven columns being provided upon the rectangular matrix comprising each home-field section of the preferred embodiment. With particular reference to home-field section 2, said component being typical of home-field sections 4, 6 and 8, it will be noted that said section, being rectangular of configuration is bounded by right and left transverse sides 26, 28, respectively and by upper and lower longitudinal sides 30, 32, respectively, said section being individually constituted and movably related with respect to said other components.

It will be further noted that each of the seven columns employed in the embodiment illustrated in consecutively numbered (1–7) adjacent said upper longitudinal side 30, said numbering being in the right to left direction with respect to said transverse sides, each of said numbers being rotationally color designated white, blue, yellow and red, said color-designated columns being continuous with respect to color rotation from one home-field section to the next succeeding home-field section positioned to the left thereof. That is, with respect to home-field section 2, numeral 1 at the head of the first column is of blue color, numeral 2 of yellow color, numeral 3 of red color, numeral 4 of white color, numeral 5 of blue color, numeral 6 of yellow color and numeral 7 of red color. Columns 1–7 as designated on succeeding home-field section 4 continue the rotating color pattern whereby numeral 1 thereof is a white color, numeral 2 of blue color, numeral 3 of yellow color, number 4 of red color, numeral 5 of white color, numeral 6 of blue color and numeral 7 of yellow color. This aforesaid color pattern is thus repetitive whereby numeral 1 of home-field section 6 is of red color and numeral 1 of home-field section 8 of yellow color.

As will become readily apparent, modification of the home-field sections, home-bonus members and play-selectors is required where numbers of players other than four are to be accommodated. FIGURES 7 and 8, forming a part of this disclosure exemplify apparatus constructions suitable to the accommodation of three and two players respectively, other constructions being derivable therefrom according to defined patterns to be described.

Referring particularly to FIGURE 7, it will be seen that home-field sections 34, 36 and 38 are each comprised of five columns numbered 1–5, each column commencing with number 1 being rotationally color-designated, three colors being used; one color being for each player. Numeral 1 of home-field section 34 is of blue color, numeral 2 of yellow color, numeral 3 of red color, numeral 4 of blue color, and numeral 5 of yellow color. The color pattern thereafter repetitively continues to section 36 wherein numeral 1 thereof is of red color, numeral 2 of blue color, numeral 3 of yellow color, numeral 4 of red color and numeral 5 of blue color. Continuing to home-field section 38, numeral 1 thereof is designated yellow color, numeral 2 of red color, numeral 3 of blue color, numeral 4 of yellow color and numeral 5 of red color. Said three home-field sections are shown arranged

substantially triangularly, this pattern being merely of convenience as various suitable arrangements may be employed.

FIGURE 8, illustrative of an embodiment adapted to accommodate two players is comprised of two home-field sections 40 and 42 suitably arranged, each section having three columns and two rows, one row and one color, as aforesaid, being for each player. Similarly with respect to the aforedescribed embodiments, each column of said home-field sections 40 and 42 is numerically and color designated, numerals 1–3 appearing from right to left at the upper side of each section, each column commencing with numeral 1 being rotationally color-designated. Accordingly, with respect to section 40, numeral 1 is of blue color, numeral 2 of red color and numeral 3 of blue color. As in all other embodiments of the instant apparatus the color pattern thereafter repetitively continues to the next home field section 42 wherein numeral 1 thereof is of red color, numeral 2 of blue color and numeral 3 of red color.

Home-bonus members 68 positioned adjacent said home-field sections as shown in FIGURES 1, 7 and 8, may be of any suitable configuration preferably adaptable edgewise of the home-field sections, in the manners shown, the aforesaid right-triangle configuration being satisfactory with respect to the four player preferred embodiment while the half-circle configuration illustrated in FIGURE 8 and the obtuse-angle configuration shown in FIGURE 7 exemplify other shapes suitable to alternate embodiments of the invention. With respect to the preferred embodiment shown in FIGURE 1 it will be observed that said members 68 comprised of straight sides and of arcuate hypotenuse are each further provided with wells 76, said wells being adapted to receive predetermined numbers of colored chips 20. Wells 76, as illustrated, are provided within the home-bonus members 68 of the alternate embodiments and are similarly constructed for the reception of predetermined quantities of color chips. Arcuate stripes 60, 61, 62 and 63 are provided upon the home-bonus members of the four-player game apparatus, said stripes being white, blue, yellow and red respectively, thus continuing the color pattern of each row extending successively from home-field section to home-field section, it being understood that each player is assigned a particular color row as his field of play, this concept to be further developed herein with respect to "method of play." Arcuate stripes 64, 65 and 66, colored blue, yellow and red respectively, are provided on the home-bonus members of the three-player embodiment and stripes 70 and 71, colored blue and red respectively, are provided on the home-bonus members of the two-player embodiment, the function thereof being again the maintenance of continuity between color rows to the assistance of players in movement of chips thereupon in accordance with the rules of the game. To further facilitate the recognition of the color designation of each row, color markings 52 (white), 54 (blue), 56 (yellow) and 58 (red) are provided adjacent the rows of the preferred four player embodiment; color markings 77 (blue), 78 (yellow), 79 (red) and 80 (blue), 81 (red), being similarly provided adjacent the home-field section rows of the alternate embodiment, respectively, illustrated in FIGURES 7 and 8 of the drawings. It will be noted that the combined effect of arcuate stripes and color markings is to provide continuity between home-field sections and corresponding home-bonus members.

A spinnable pointer 84 illustrated in FIGURE 1 is seen mounted centrally of a radially arranged play-selector 18 divided into six groups of sectors 86, each group being comprised of seven sectors serially numbered one through seven, the numerals designating each sector being uniformly colored with the exception of select numbers which are colored green or red for purposes to be discussed with respect to the rules of the game. That is, numeral seven of one group may be of green color, numeral 4 of another group of green color, and several numerals of the same and/or other groups may be red, said green and red numerals being few relative to the remaining uniformly colored numbers. It will be understood that the arrangement and configuration of the play-selector may be modified to suit the game-apparatus embodiments according to the instant invention, and may take forms substantially departing from the form shown, the essential requirement merely being the selection of moves to be carried out in conjunction with the home-field sections and home-bonus members as disclosed.

The pointer 84 is mounted upon pin 94 and is thus free to spin upon impulse actuation by the finger of a player. It is constructed of a length whereby its point extends well into the numeralized sectors. As shown in the preferred embodiment of FIGURES 1 and 2, the radially arranged play-selector 18 is imprinted upon the surface of game board 22 as an integral part thereof. The game-board is further imprinted with corner areas F, said areas being bounded by cater-cornered line 96 and the side edges of the game-board encompassed thereby.

It will be appreciated that the spinnable-pointer-play-selector combination may be constructed separately of the said game-board and may thus be positioned within or without the playing area defined by the combined home-field sections and home-bonus members.

Although not illustrated, the play-selector to be employed in the game-apparatus shown in FIGURE 7 will contain repeating groups of five consecutively numbered sectors, each sector thereby corresponding to one of the five numbered columns provided within each home-field section of this embodiment. The two-player embodiment having three columnar home-field sections thus requires there be sector series one through three included within each group radially provided upon the play-selector. Therefore, it is seen that at least one numbered sector corresponding to each numbered column is required, the arrangement of sectors in series and groups as illustrated being merely exemplary and not restrictive. Similarly, the provision of green and red numerals in random order will suffice, the provision thereof or an equivalent designation being necessary to the accomplishment of the "method of play" to be described.

With respect to the numbers of color chips per player employed with the game-apparatus of each embodiment, the requirement is readily calculatable as being the square of the number of columns provided within the home-field section of the respective embodiment. That is, the four, three and two-player game-apparatus require forty-nine, twenty-five and nine color chips per player, respectively, a five-player embodiment, not shown, requiring eighty-one color chips per player. It will, therefore, be obvious in the light of the foregoing, that the number of columns per home-field section may be expressed as one less than twice the number of players involved. Thus, for the four-players game-apparatus, e.g., seven columns are required, as shown in FIGURE 1 of the drawings. That the number of rows and colors employed in a given game-apparatus according to this invention equals one row and color per player, will also be apparent from the preceding description.

Method of play

Having thus described the game-apparatus in various forms, the preferred method of play to be used in connection therewith will now be explained.

Referring to the preferred embodiment illustrated in FIGURE 1 of the drawings, it will be understood that each of the four players involved is assigned a particular color corresponding to one of the four colors correlative with respect to each of the four rows provided. That is, with respect to home-field section 2, e.g., wherein each row thereof is color-designated as heretofore described, the first row adjacent longitudinal edge 32 is white as indicated by color marking 52, one player being assigned said row. Accordingly, said white row continues succes-

sively from home-field section to home-field section and represents the field of play assigned to one player. The rows above the white designated row are color marked blue, yellow and red and are respectively assigned each of the other participating players.

As aforestated, the columns of the home-field sections are color-designated, home-field section 2, e.g., being provided with a blue numeral heading column one, column 2 being yellow, column 3 being red, and column 4 of white color, the color pattern being repeated to column 7 and continually to home-field sections 4, 6 and 8.

As observed in FIGURE 1, the game-apparatus is shown arranged for play, no moves, thus far, having been made thereon. Color chips are seen positioned in various compartmentalized troughs, the placement pattern thereof being repetitive, home-field section to home-field section. Specifically, groups 46, comprised of seven chips of one color, i.e., blue, are seen positioned within the blue designated row within columns 1 and 5 of home-field section 2, groups 46 being similarly seen within the troughs of the blue row of columns 2 and 6 of home-field section 4, and within column 4 and columns 1 and 5 of home-field sections 6 and 8 respectively. Groups of white chips 44, of yellow chips 48 and of red chips 50 are similarly coordinately positioned within respective color rows and columns as shown in the drawings, the quantity of seven per group being equal to the number of columns, the total number of chips per embodiment being determined in accordance with the above described calculations.

Thus, it will be appreciated, one player is seated facing his respective home-field section, a particular color row being assigned thereto. The spinnable pointer positioned centrally of the game-apparatus, is spun, the player pointed to commencing the game. In the event the player facing home-field section 2 is to begin, and said player is assigned the white rows, he spins the pointer and observes the numeralized sector in which the pointer comes to rest, it being assumed, by way of example, the sector designated is 3, neutrally colored, i.e., neither green nor red. Said player proceeds to remove all chips from the white designated row of the third column of home-field section 4 and moving in the clockwise direction, drops one chip in each succeeding trough of the white row until he has depleted the chips within his hand. In the event the last chip deposited falls in a trough not without one or more chips, all chips contained within that trough are removed, the newly removed chips being singly deposited in succeeding troughs within the said white row, this being continued until the last chip is deposited within an empty trough. Should a move carry a player beyond the home-bonus member positioned at the left of his home-field section, one chip is deposited in a well 76 thereof. In the event his move should terminate within the home-bonus member, the player spins the play-selector for another move. In the event the player's first spin had rested within a sector 4, he would have begun by removing the entire number of chips within column 4, white row of home-field section 2 and proceeded thereafter in accordance with the foregoing.

In clockwise sequence, each player takes a turn at spinning the pointer to determine his move. For the second round and for each move thereafter, the player must, if possible, begin by removing chips from his home-field section and proceeding therefrom in the clockwise direction. With further reference to the above example, if there were no chips in any of the number 3 columns of any white row of any home-field section, he would be unable to move and the next move would pass to the player to his left. The aforesaid situation although obviously not possible during the first move of the game, becomes more probable as the game progresses.

While it will be understood that many variations of play fall within the contemplation of the instant invention, the "forfeit" and "make or take" embellishments to be described have been found substantially stimulating

when incorporated within the rules of play. To that end and as above disclosed, certain of the numerals of the sectors formed upon the play selector are colored green or red rather than being of neutral color as is the majority of the numerals thereon. The red numerals are denoted "forfeit" numbers, the green numerals being denoted "make or take" numbers.

During the course of the game, a player may spin either a red "forfeit" or a green "make or take" number. In the event a red "forfeit" number 4 is spun, the player must remove all chips from each number 4 column within his color row of each home-field section including his own home-field section. The chips thus removed are placed within the board forfeit area designated F. Should each trough within his row of each fourth column be bare, he is fortunate and makes no move that round.

In the event a green "make or take" number is spun, e.g., a green number six, the player may elect one of two alternative actions, one alternative requiring there be at least six chips within the forfeit F area, whereupon the player may "take" six of said chips from said F area and transfer said chips to his home-bonus member. The second alternative action permits the player to "make" the combined total of six by first observing his own home-field section to determine whether there be combination of chips occupying no more than two troughs within his color row to "make" any combination of six, i.e., five plus one, four plus two, or three plus three. Should there be no opportunity to effect a "make" combination within the home positioned home-field section, the player may observe the next home-field section clockwise to his own and thereafter the other home-field sections in successive order to the end of accomplishing a "make" combination if possible. If, e.g., after finding no "make" combinations within home-field sections 2 and 4, the player seated adjacent his own home-field section 2, upon observing home-field section 6, finds the desired combination therein, i.e., two chips taken from his row in column 1 and moved to his row in column 3 wherein four chips are located, "make" six, the "make" number, whereupon the player may remove the totalled six chips from the trough wherein the combination was made together with any other color chips occupying other rows within column 3 of home-field section 6, all chips thus removed being placed within the home-bonus member of the player having accomplished the move.

The game thereafter continues in accordance with the foregoing method of play, the winning player being the first to fill wells 76 of his respective home-bonus member.

It will be understood that the method of play selection may assume other suitable forms, the play-selector described herein being exemplary; dice and cards being examples of the myriad other forms this member may take. The home-field sections being illustrated as comprised of compartmentalized troughs is not to be limited to compartments of any specified shape or depth, coordinate divisions of any suitable form being contemplated within the purview of the invention.

Both the structural and operational characteristics of the invention having been described, it will be further understood that changes may be made in the form, construction, and arrangement of parts from that disclosed herein without in any way departing from the spirit of the invention or sacrificing any of the attendant advantages thereof, provided, however, that such changes fall within the scope of the claims appended hereto.

What is claimed is:

1. A game apparatus comprising four home-field sections, four home-bonus members, forty-nine white, forty-nine blue, forty-nine yellow, and forty-nine red chips and a move-selector, said home-field sections being similarly formed of twenty-eight compartmentalized troughs arranged coordinately, there being four rows and seven columns, said home-field sections being rectangular of configuration with right and left transverse sides and up-

per and lower longitudinal sides, each said row having a color designation distinctive with respect to the other rows, each column being consecutively numbered one through seven in the right to left direction with respect to said transverse sides, each of said numbered columns being rotationally color-designated white, blue, yellow and red; said rotationally color-designated columns being continuous from one home-field section to another home-field section forming a continuous rotationally colored twenty-eight columnar arrangement, said home-bonus members being generally of right-triangle configuration having two sides and an hypotenuse, each of said two sides being positionable in edge abutting relation with respect to respective transverse sides of two of said home-field sections, said home-bonus members having at least one well adapted to receive a predetermined number of said colored chips, and said move-selector having numerical indicia thereon corresponding to said consecutively numbered columns, the numerical indicia selected by said move-selector being designative of the play to be made.

2. A game-apparatus comprised of side sections, corner members, and move-selector means, each side section having transverse and longitudinal sides and being similarly formed of a plurality of compartments arranged coordinately in rows and columns, each of said rows being distinctively colored with respect to the other rows and each column being numerically labeled in consecutive order, each numerical label being respectively color designated in repetitive consecutive order to correspond with the respective colors of said rows and the consecutive order of the said respective colors thereof, each corner member having color indicia thereon to visually connect the similarly colored rows of respective side sections when said corner members are positioned adjacently of the transverse sides of said side sections, and said move-selector means having numerical indicia thereon corresponding to the numerical labels of said columns.

3. A game-apparatus comprised of side sections, corner members, and move-selector means, each side section having transverse and longitudinal sides and being similarly formed of a plurality of compartments arranged coordinately in rows and columns, said rows being differently colored and each column being numerically labeled in consecutive order, each numerical label being respectively color designated in repetitive consecutive order to correspond with the respective colors of said rows and the consecutive order of the said respective colors thereof, said corner members being respectively positionable adjacent respective transverse sides of said side sections to establish continuity between the latter, and said move-selector means having numerical indicia thereon corresponding to the numerical labels of said columns, the numerical indicia selected by said move-selector being designative of the play to be made.

4. A game-apparatus comprised of side sections, corner members, a plurality of chips, and move-selector means, each side section having transverse and longitudinal sides and being similarly formed of a plurality of compartments arranged coordinately in rows and columns, said rows being differently colored and each column being numerically labeled in consecutive order, each numerical label being respectively color designated in repetitive consecutive order to correspond with the respective colors of said rows and the consecutive order of the said respective colors thereof, each compartment being adapted to receive a plurality of said chips, each of said corner members having at least one well to receive a plurality of said chips, said corner members being respectively positionable adjacent respective transverse sides of said side sections to establish continuity between the latter, and said move-selector means having numerical indicia thereon corresponding to the numerical labels of said columns.

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