May 7, 1940. J. T. BROTHERS 2,199,719

GAME

Filed Aug. 21, 1939 2 Sheets-Sheet 1

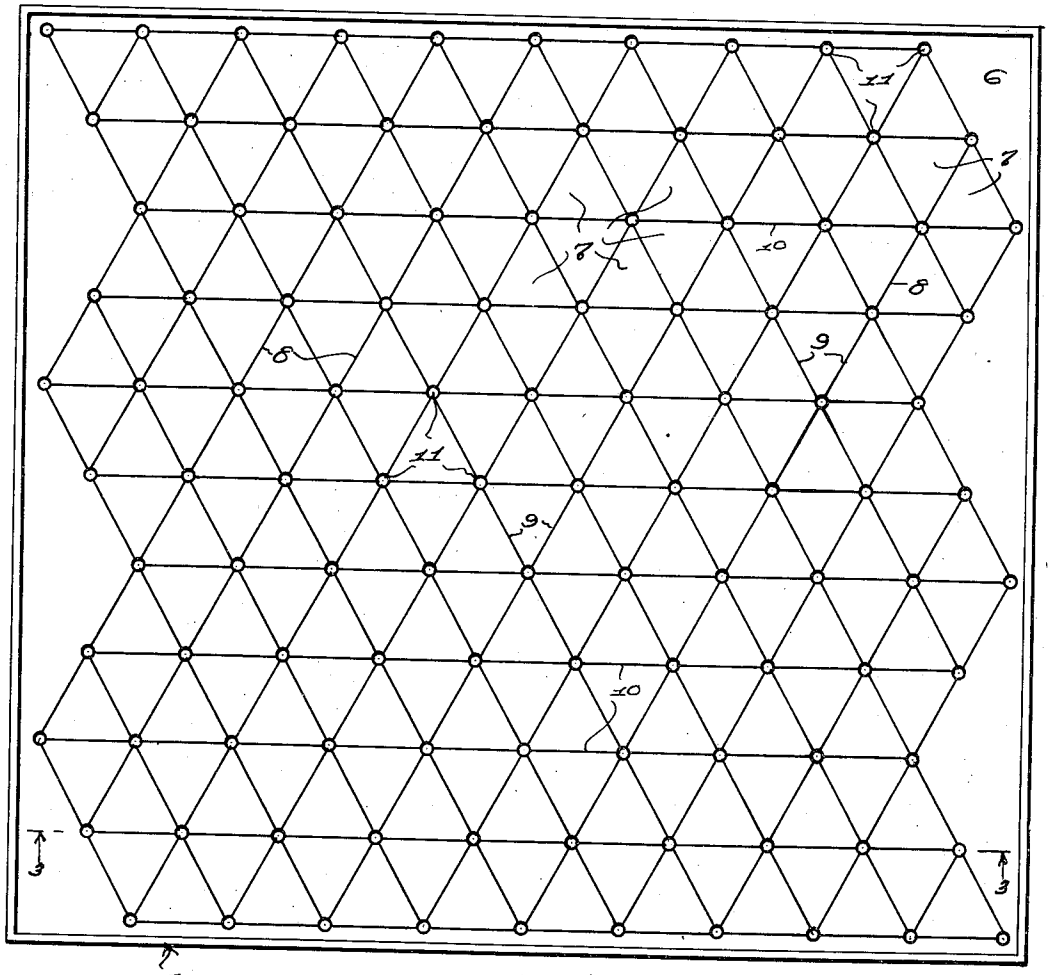


FIG. 1.

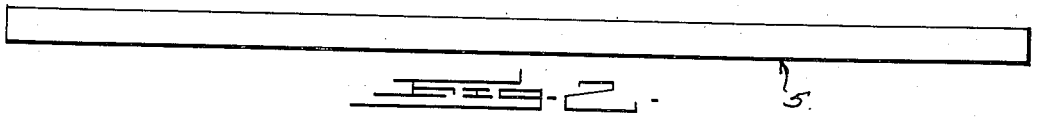


FIG. 2.

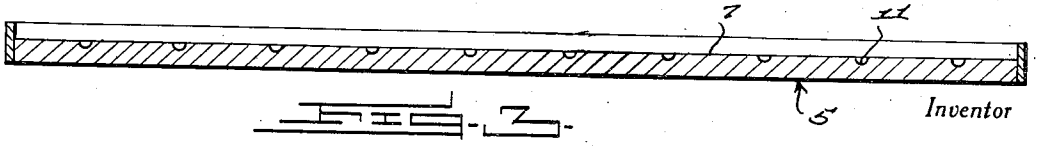


FIG. 3.

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GAME

Filed Aug. 21, 1939 2 Sheets-Sheet 2

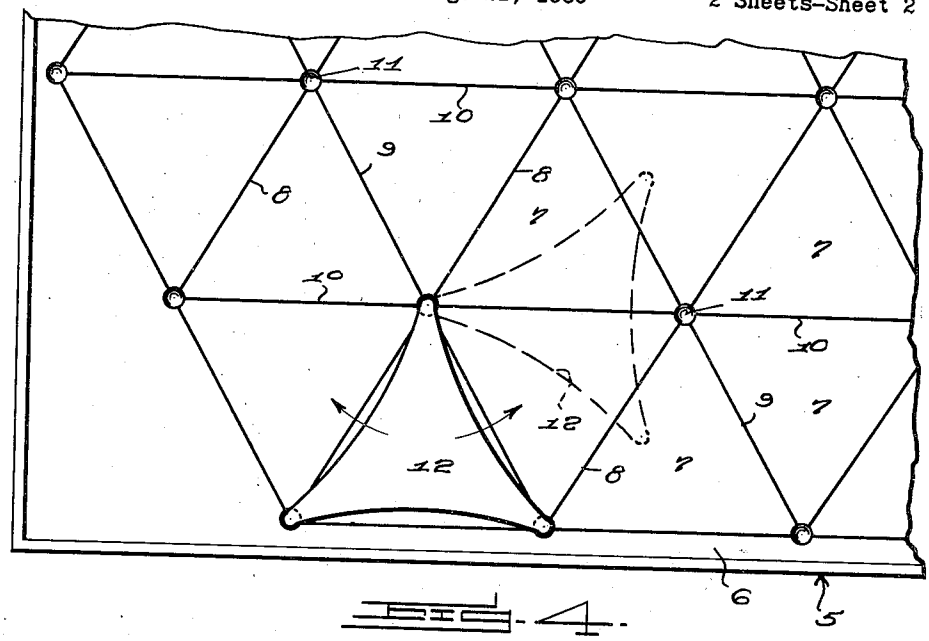


FIG. 4.

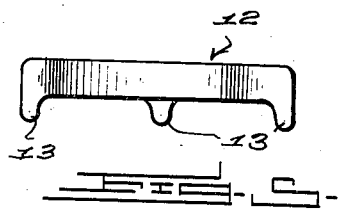


FIG. 5.

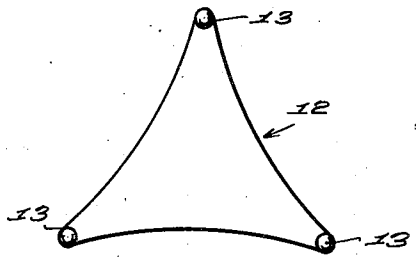


FIG. 6.

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Patented May 7, 1940

2,199,719

UNITED STATES PATENT OFFICE

2,199,719

GAME

James T. Brothers, New Bern, N. C.

Application August 21, 1939, Serial No. 291,255

1 Claim. (Cl. 273—136)

This invention relates to games played similarly to checkers and has for the primary object the provision of a playing board and game pieces differentiating from an ordinary checker board and checker game pieces by having the playing face of the board provided with triangular shaped spaces and pin pivot sockets at the corners of said spaces to receive pivot pins of the game pieces to permit moving of said game pieces by a pivotal movement in either direction from one space to another without being moved free of the board, the pins further preventing the game pieces from accidentally moving off of the spaces should the board be moved or tilted to some degree.

With these and other objects in view, the invention consists in certain novel features of construction, combination and arrangement of parts to be hereinafter more fully described and claimed.

For a complete understanding of my invention, reference is to be had to the following description and accompanying drawings, in which:

Figure 1 is a top plan view illustrating a game board constructed in accordance with my invention.

Figure 2 is an edge view illustrating the board.

Figure 3 is a sectional view taken on the line 3—3 of Figure 1.

Figure 4 is a fragmentary top plan view showing a portion of the board with a game piece thereon and illustrating how the game piece may be pivoted from one space to another without detaching the game piece from the board.

Figure 5 is an edge view illustrating one of the game pieces.

Figure 6 is a bottom plan view illustrating one of the game pieces.

Referring in detail to the drawings, the numeral 5 indicates a game board of substantially rectangular shape having a playing surface 6. The playing surface 6 is marked off or divided into a plurality of connecting triangular shaped spaces 7 by groups of lines 8, 9 and 10. The groups of lines 8 extend diagonally of the playing surface in one direction while the groups of lines 9 extend diagonally of the playing surface in another direction and the groups of lines 10 extend longitudinally of the playing surface. The groups of lines as described coact in forming the triangular shaped spaces 7.

The board 5 upon its playing surface 6 is provided with a series of sockets 11, the sockets being located at the corners of the triangular shaped spaces or where the groups of lines intersect with each other. The game is preferably played with at least ten game pieces, one of which is indicated by the character 12 and is of substantially triangular shape having secured upon one face and at the corners thereof pivot pins or projections 13 adapted to fit within the sockets of a triangular shaped space on the game board so that by lifting a pair of projections out of their respective sockets the game piece may be made to pivot in either direction on the other projection fitting in its respective socket without moving the game piece clear of the board.

By reference to Figure 4 it will be seen that the game piece can be caused to pivot from one triangular shaped space to another and swung in either direction as indicated by the arrows.

By having the projections of the game piece fitting within the sockets of the space will prevent the game piece from accidentally moving off of that space.

It is believed that the simplicity and advantages of this invention will be perfectly apparent to those skilled in the art to which such device relates, and while I have herein set forth a satisfactory embodiment of the invention it is to be understood that such changes therefrom as fairly fall within the scope of my claim may be resorted to when desired.

What I claim is:

A game board having a playing surface, groups of lines arranged on said playing surface to divide said playing surface into a plurality of triangular shaped interfitting spaces, and triangular shaped game pieces movable over the playing surface from one space to another, said board having a plurality of sockets arranged in the corners of said triangular shaped spaces, and projections at the corners of the triangular shaped game pieces to fit within said sockets whereby the game pieces may be pivoted each on one projection thereof from one space to another without moving the game piece free of the board.

JAMES T. BROTHERS.