Jan. 22, 1963 C. F. DE MOON 3,074,721

PEG AND BOARD GAME

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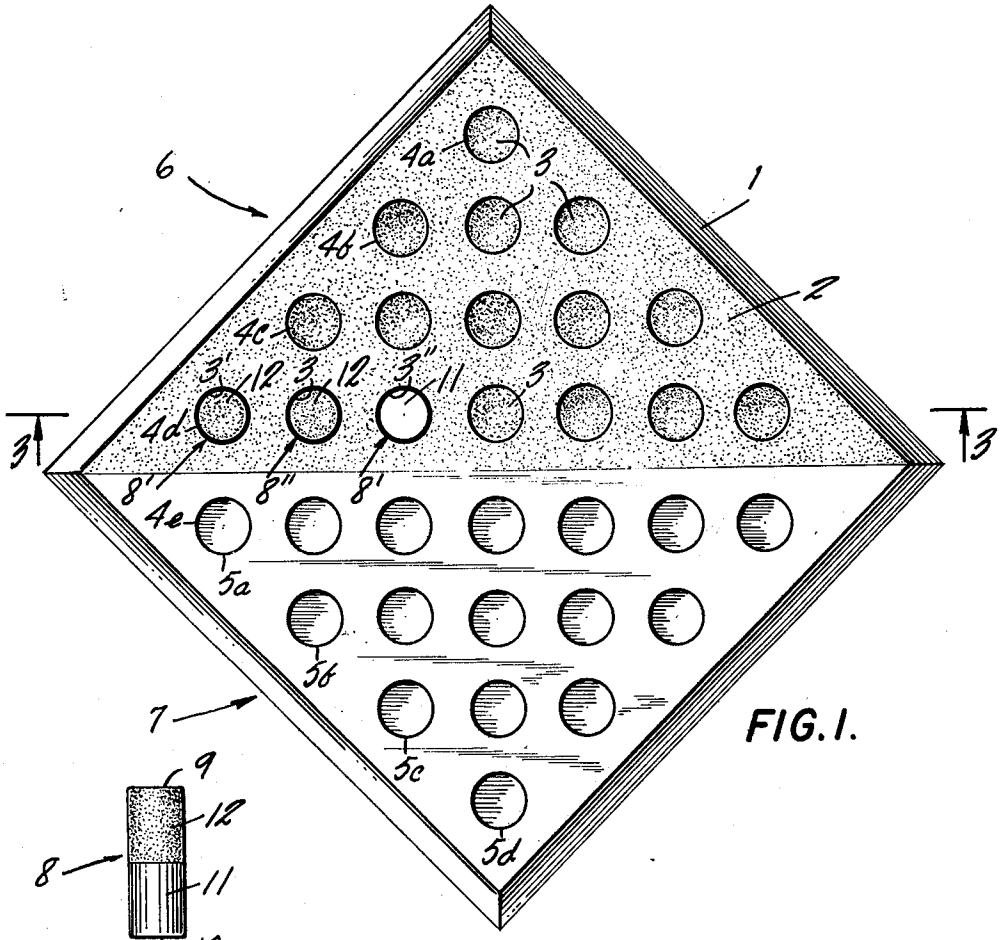


FIG. 1.

FIG. 2.

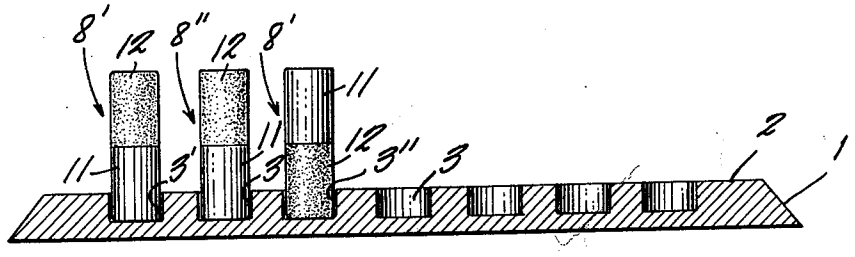


FIG. 3.

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PEG AND BOARD GAME

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This invention relates generally to game and puzzle devices and more particularly to improvements in game and puzzle devices of the peg and board type.

A principal object of the present invention is to provide a novel and improved game and puzzle device of the peg and board type in which pegs are moved or jumped in relation to other pegs and to certain indicia on the board and on the pegs.

Many peg and board devices have been placed upon the market; however, these have been designed primarily for the use and amusement of young children. There are but few such puzzles and amusement devices which are of sufficient difficulty to intrigue the adult mind. This invention is designed to fulfill the need for such adult amusement devices.

The devices presently on the market generally have but two major factors controlling their use; these factors are the relationship of the movement of the pegs to indicia on the game board and to the position of the other pegs. A feature of this invention is that it adds a third factor in that the movement of the pegs relates not only to the pegs and to the indicia on the game board but also relates to indicia on the pegs themselves.

Another object of the invention is to provide a game and puzzle device adapted to a game of sufficient difficulty to be interesting, amusing and educational to adults as well as to children.

Still another object is to provide a game and puzzle device not only neat and ornamental in appearance but one which may be made in any size and of a great variety of materials and still be relatively inexpensive.

The foregoing and other objects and advantages of the invention will become apparent from the following description of a preferred embodiment thereof as illustrated in the accompanying drawings forming a part hereof in which:

FIG. 1 is a plan view of the game board.

FIG. 2 is an elevational view of one of the identical pegs provided, and

FIG. 3 is a sectional view of the game board taken approximately on the line 3—3 in FIG. 1.

As shown, the invention consists of a game board 1 having on its upper surface 2 a plurality of separately spaced holes or sockets 3 which are adapted to receive a number of pegs 8, hereafter more fully described, adapted to be received in said sockets 3. In the preferred form here illustrated, the sockets 3 are cylindrical and of a substantial depth as illustrated in FIG. 3. The sockets 3 are positioned in a number of mutually intersecting rows normal to each other. As illustrated, there are seven rows 5 of sockets 3 normal to eight rows 4 of sockets 3. The seven rows 5 are successively made up of two, four, six, eight, six, four and two sockets 3 each, eight rows 4 normal thereto are successively made up of one, three, five, seven, seven, five, three and one sockets 3.

A plurality of alike, invertible pegs 8 are provided adapted to be received by the sockets 3. The pegs 8 are of sufficient length to permit a portion thereof to extend above the top surface 2, when received in a socket 3, as illustrated in FIG. 3, so that they may be grasped by the player when so received.

The upper surface 2 of the game board 1 is divided

into two equal sectors 6 and 7, each of a different color. For example, one of the sectors 6 is colored blue and the other sector 7 is white. The line of demarcation separating the colored sectors 6 and 7 on the top surface 2 of the game board 1 runs diagonally across the top surface 2 between rows *4d* and *4e*. Each of the sectors 6 and 7 has an equal number of sockets 3 identically arranged therein.

The pegs are colored on their opposite end portions 11 and 12, it being understood that each end surface 9 and 10 is correspondingly colored, the colors of the opposite end portions 11 and 12 corresponding respectively to the colors of the sectors 6 and 7. Thus, as illustrated, each peg 8 is colored at its opposite end portions so that one end portion 11 is white, corresponding to the color of one of the sectors 7, and the other end portion 12 of each peg 8 is blue, corresponding to the color of the other sector 6.

In the device as illustrated, there are thirty-two sockets 3. Sixteen pegs 8 are provided. The number of sockets 3 and pegs 8 may be varied in the proportion of two sockets 3 for each peg 8 by the addition or subtraction of one or more sockets 3 to each of the rows 4 and 5 of sockets 3 so as to increase or decrease the complexity of the game.

In order to play the game all sixteen pegs 8 are placed in the sixteen sockets 3 of one of the sectors 6 or 7, all of the sockets 3 in the other sector 7 or 6 being empty, each peg 8 being placed so that the end portion 11 or 12 extending above the top surface 2 is colored to correspond with the color of that sector 6 or 7 in which the peg is placed.

Assuming for purposes of this explanation that the player starts will all sixteen pegs 8 in the blue sector 6, with blue end portion 12 of each peg 8 extending above the top surface 2, the player's goal is to move all of the pegs 8 from the starting blue sector 6 into the empty white sector 7 in such manner that when received in the sockets 3 of the formerly empty white sector 7 each peg 8 is placed so that the white end portion 11 extends above the top surface 2.

The difficulty of the game arises from the limited manner in which the pegs 8 may be moved from one socket 3 to another as shown in FIG. 3. In order to move a peg 8′ from one socket 3′ to an empty socket 3″, it is necessary to remove a peg 8′ from a socket 3′ and move said peg 8′ over an immediately adjacent peg 8″ in a straight line, forward, backward, laterally or diagonally into an empty socket 3″ immediately adjacent to the peg 8″ over which the moved peg 8′ is moved. Said moved peg 8′ is inverted in moving so that the color shown on the upper end portion 11 after moving differs from the color on the upper end portion 12 prior to moving.

This same moving procedure is then repeated by the player until he has moved all of the pegs 8 from the blue sector 6 into the white sector 7 with the white end portion 11 of each peg 8 extending above the top surface 2 of the game board 1. Each time any peg 8 is moved from one socket 3 to any other socket 3 over any intervening peg 8 the moved peg 8 is inverted.

The game is completed when all of the pegs 8 have been moved into the white sector 7 with the white end portion 11 extending above the top surface 2.

What I claim and desire to secure by Letters Patent is:

1. A game of skill comprising, a game board having a top surface provided with a plurality of separate, spaced individual sockets arranged in a plurality of separate, spaced mutually intersecting rows, indicia on said surface dividing said top surface into two sectors each having an equal number of said sockets, the sockets in each sector being arranged totally within a respective sector and

all the sockets of one sector being designated by like indicia corresponding to said one sector and all the sockets of the other sector being designated by like indicia corresponding to the other sector differing from said one sector, a plurality of alike, invertible pegs each positionable in said sockets and each having indicia thereon corresponding respectively to said two sectors and to two mutually inverted playing positions of said pegs, said pegs being equal in number to the number of sockets in one of said sectors, each of said pegs having opposite end portions insertable into said sockets individually positionable initially in one of said sectors with the indicia thereon corresponding to a common playing upstanding position and to the sector in which the pegs are initially disposed, said pegs having an axial length sufficient for extending out of said sockets for permitting grasping thereof while in a socket and with at least one indicium extending outwardly of a socket indicating a playing position the individual pegs are in, said rows of sockets comprising two groups of parallel rows in which the rows of one group interesect the rows of the other group normal to each other, the parallel rows of one group having an even number of sockets and the rows of said other group having an odd number of sockets, the row having the largest odd number of sockets in one sector being adjacent to and parallel to a row of the largest odd number of sockets in the other sector, and the indicia dividing said board between said rows having the largest odd number of sockets, whereby in playing said pegs are movable individually in a straight line over an adjacent peg from a socket into an empty socket and positionable in an inverted position only from the positions from which the successive moves are made and all movable individually from the sector in which they are all initially disposed to the other sector with the indicia on said pegs positioned to correspond to the indicia of an inverted position from the position in which said pegs were initially disposed thereby to correspond to said other sector to which the pegs are all moved.

2. A game of skill comprising, a game board having a top surface provided with a plurality of separate, spaced individual sockets arranged in a plurality of separate, spaced mutually intersecting rows, indicia on said surface dividing said top surface into two sectors each having an equal number of said sockets, the sockets in each sector being arranged totally within a respective sector and all the sockets of one sector being designated by like indicia corresponding to said one sector and all the sockets of the other sector being designated by like indicia corresponding to the other sector differing from said one sector, a plurality of alike, invertible pegs each positionable in said sockets and each having indicia corresponding respectively to said two sectors and to two mutually inverted playing positions of said pegs, said pegs being equal in number to the number of sockets in one of said sectors, each of said pegs having opposite end portions insertable into said sockets individually positionable initially in one of said sectors with the indicia thereon corresponding to a common playing upstanding position and to the sector in which the pegs are initially disposed, and said pegs having an axial length sufficient for extending out of said sockets for permitting grasping thereof while in a socket and with at least one indicium extending outwardly of a socket indicating a playing position the individual pegs are in, whereby in playing said pegs are movable individually in a straight line over an adjacent peg from a socket into an empty socket and positionable in an inverted position only from the positions from which the successive moves are made and all movable individually from the sector in which they are all initially disposed to the other sector with the indicia on said pegs positioned to correspond to the indicia of an inverted position from the position in which said pegs were initially disposed thereby to correspond to said other sector to which the pegs are all moved.

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