R. W. WETHERILL.

GAME.

APPLICATION FILED NOV. 7, 1914.

1,213,718. Patented Jan. 23, 1917.

Fig. 1.

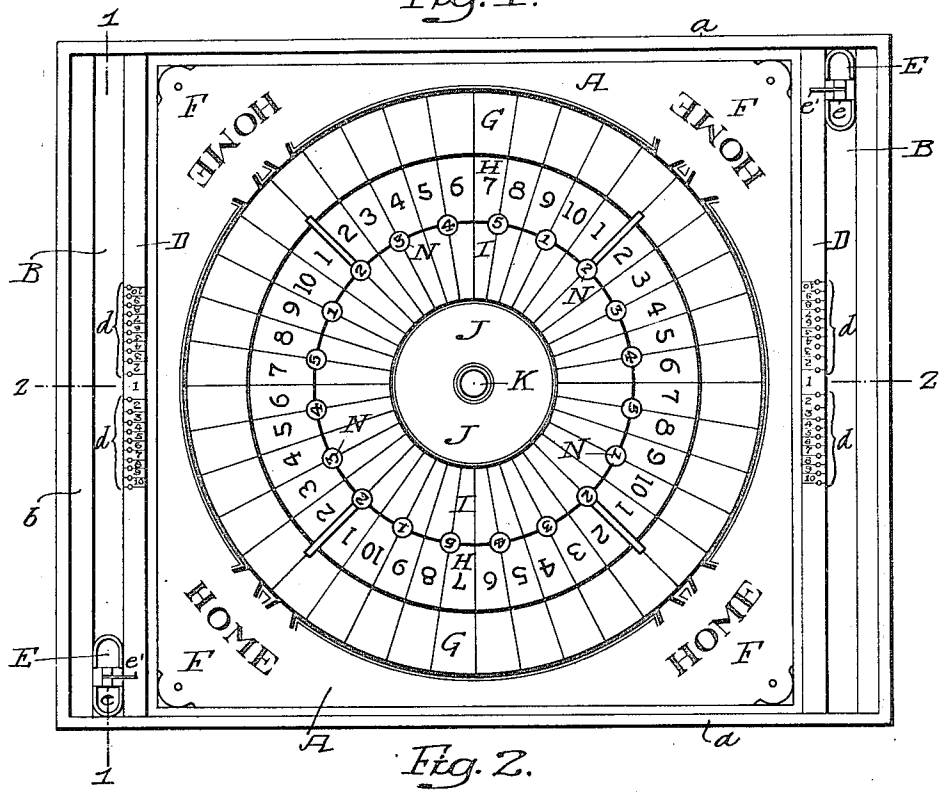


Fig. 2.

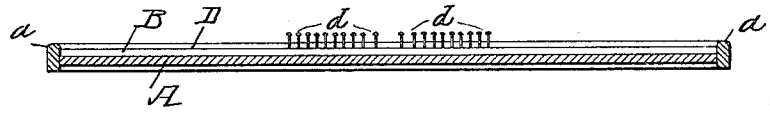


Fig. 3.

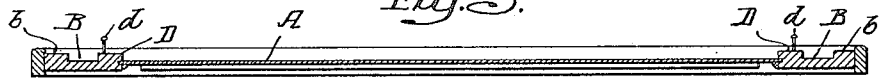


Fig. 4.

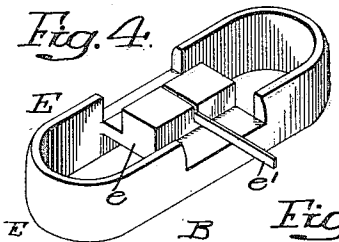


Fig. 5.

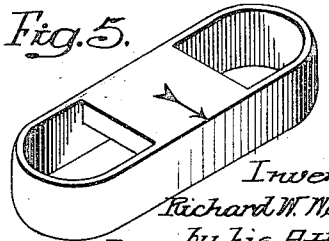
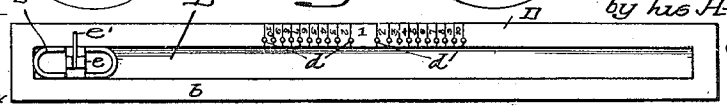


Fig. 6.



Witnesses.-
Helen A. Pullinger
Chas. F. Burgess

Inventor.-
Richard W. Wetherill.
by his Attorneys.-
Howson & Howson

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

RICHARD W. WETHERILL, OF PHILADELPHIA, PENNSYLVANIA.

GAME.

1,213,718. Specification of Letters Patent. Patented Jan. 23, 1917.

Application filed November 7, 1914. Serial No. 870,741.

To all whom it may concern:

Be it known that I, RICHARD W. WETHERILL, a citizen of the United States, residing in Philadelphia, Pennsylvania, have invented certain Improvements in Games, of which the following is a specification.

One object of my invention is to provide a game in which skill rather than chance determines the moves of a player, and I substitute a slide for the ordinary dice or spinning wheels, which are generally used with games of this type. Considerable skill can be acquired in using the slide so that it will stop at a desired number.

A further object of the invention is to arrange the spaces of the game in such a manner that the pawns or disks can progress toward the center gradually or rapidly, according to the skill of the players.

In the accompanying drawing, Figure 1, is a plan view of my improved game board; Fig. 2, is a sectional view on the line 1—1, Fig. 1; Fig. 3, is a sectional view on the line 2—2, Fig. 1; Fig. 4, is a perspective view of a slide; Fig. 5, is a view of a modification; and Fig. 6, is a plan view of the slide-way detached from the board.

In Fig. 1 of the drawing, I have illustrated two slide-ways, one on each end of the board; the board being made in four sections, each containing ten divisions and the divisions may be increased or decreased in number without departing from the essential features of the invention. The slide-way may be on one side only, if so desired, or may be made separate from the board, as in Fig. 6.

A is the board, made of any suitable material and preferably provided with a raised flange *a*, and on each side of the board is a slide-way B formed by two rails *b* and D.

d is a series of pins, twenty in the present instance, which are spaced apart as shown, and are located on the rail D near the slide-way B and divisions are indicated on the rail. These divisions are marked and the central division is of a greater width than the others and is marked "1," in the present instance, and the others are progressively numbered to "10" on each side of the central space.

E is a slide adapted to the slide-way B. This slide is made as clearly shown in Fig. 4, and is comparatively light in weight so that it can be readily moved by the fore finger of a player. On the bridge *e* of the slide, in the present instance, is secured an elastic pointer *e'*, which is of such length as to extend into the space between the pins but will yield as it passes from one pin to another, and the space into which this pointer extends determines the move of a player. The shape of this slide may be varied without departing from the spirit of the invention. In some instances the slide may have a fixed pointer instead of a flexible one, as illustrated in Fig. 5, but I prefer the construction illustrated in Fig. 4.

The body portion of the board is in the form of a circle with "home" stations at the four corners thereof, as indicated at F, and within the outer circle are three annular ways G, H and I, and a central circular section J containing a smaller circle K, which is the goal each player desires to reach, and the player whose four pawns or disks first reach the circle J passes directly into the circle K which entitles him to the honors of the game.

The three ways G, H and I are divided first into four sections by indicating marks, and between these marks are ten sub-divisions indicated by radiating lines, and on the line between the ways H and I is a series of circular spaces N and these circular spaces are in four divisions, each division consisting of five circles in the present instance, although this number may be modified without departing from the essential features of the invention.

The game may be played by two, three or four persons. Each player should have six "men" in the present instance and should start from the "home" spaces F. The players take turns in using the slide, which has motion imparted to it through the medium of the player's forefinger, or thumb and forefinger, and the space traversed by the slide is proportionate to the energy expended on it. If the slide stops at "1" or "2," one pawn or disk is entitled to enter the game at the first way "G" being placed on the number indicated on the outer circle nearest the "home" from which he enters. At any time when "1" or "2" are indicated and some "men" are still at "home" the player has the option of entering another disk or pawn or moving one already on the circles leading to the goal. When a move is made other than entering a "man" the player may move any pawn which is already in any of the four circles. When the move

of any pawn, other than the one entering, ends on the number indicated by the slide, the pawn is moved toward the center, or goal, to a corresponding space in the next circle. This method of moving from one circle to the next is repeated until all of a player's pawns are in the circle designated as "J." The first player getting his pawns into this circle "J" occupies the center circle "K" and wins the game.

The rule of progression in this game is to move the pawn entered at "1" or "2" of the outer circle directly to the nearest smaller circle "N" as soon as the pawn has passed around the board. If the move of a pawn to the circle "N" ends on a space already occupied by another pawn, it sends him into the circle "J," but if occupied by an opponent the opponent is sent back to the "home F." To reach the circle "J" from the circle "N" is it necessary for the pawn to end the move on the number indicated by the slide.

While I have described a certain method of playing this game, it will be understood that the method may be varied without departing from the essential features of the invention.

I claim:—

1. The combination of a game board; a slide-way having a series of indicators thereon; and a slide arranged to travel in the slide-way and having a pointer which can be located opposite any one of the indicating marks.

2. The combination in a game board, of a slide-way having a series of indicating pins projecting at one side thereof; and a slide-way having a flexible pointer of such length as to project into the space between the pins on one side of the slide-way so that, when a player moves the slide, the pointer will be flexed and will pass the pins except at the point where the slide stops.

3. The combination in a game board, of a series of circular ways, one within another; a central space with a small goal therein, the ways being divided into sections by radial lines extending from the goal circle to the outside circle; and a series of small circles located in the first radial lines between the two inner circular ways, said small circles forming a large circle.

4. The combination in a game board, of a series of circular ways, one within another; a central space with a smaller goal therein; the ways being divided into sections by radial lines; a series of circles located beyond the central circle and forming a direct passage-way into the inner central circle or goal; a slide-way at each side of the board, each having a series of indicating pins at one side thereof; and a slide mounted in each slide-way and having a flexible pointer arranged to extend between the pins.

In testimony whereof, I have signed my name to this specification, in the presence of two subscribing witnesses.

RICHARD W. WETHERILL.

Witnesses:
WM. E. SHUPE,
WM. A. BARR.

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