Dec. 24, 1963 R. R. DE TEMPLE ETAL 3,115,345

GAME BOARD WITH DIFFERENTLY SHAPED APERTURES AND GAME PIECES HAVING BASES COMPLEMENTARY IN SHAPE TO SAID APERTURES

Filed Dec. 6, 1962 2 Sheets-Sheet 1

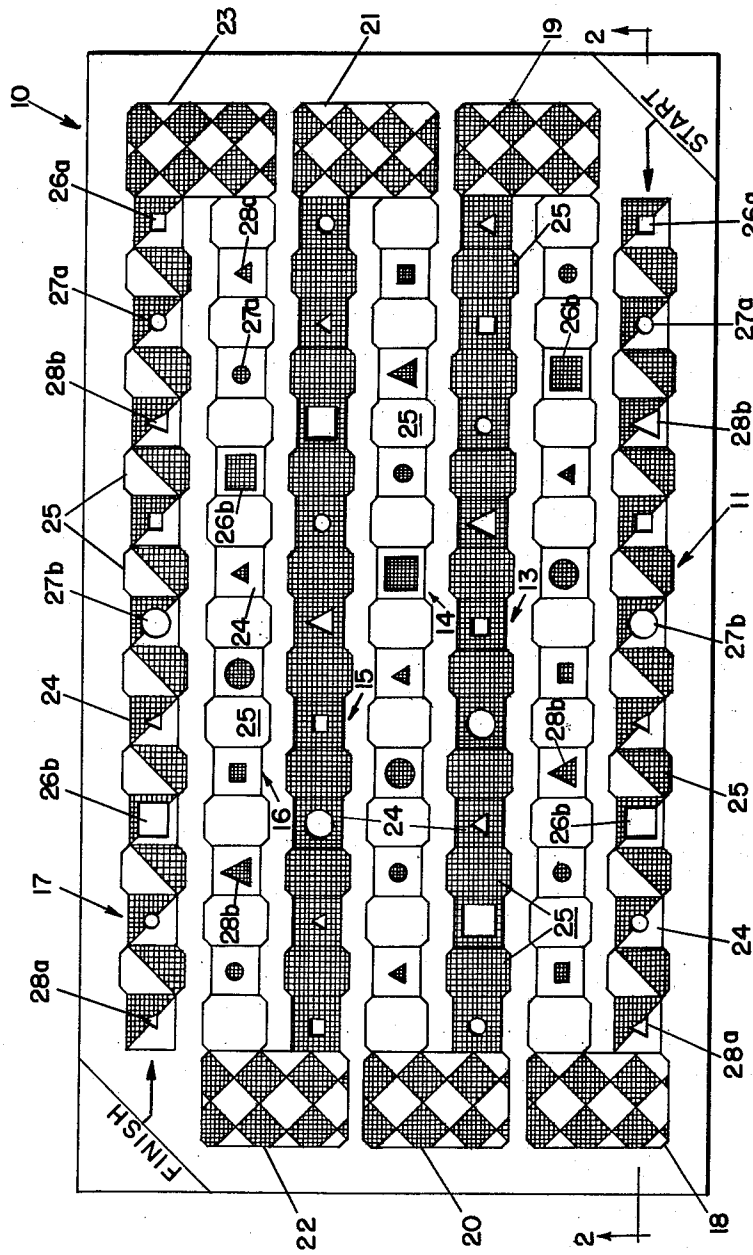


Fig. 1

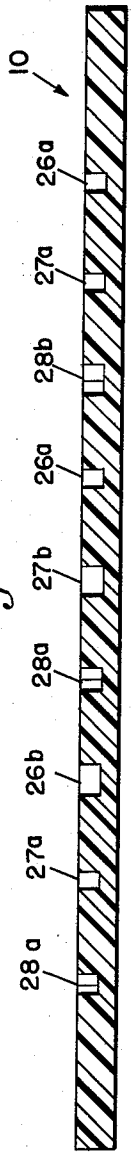


Fig. 2

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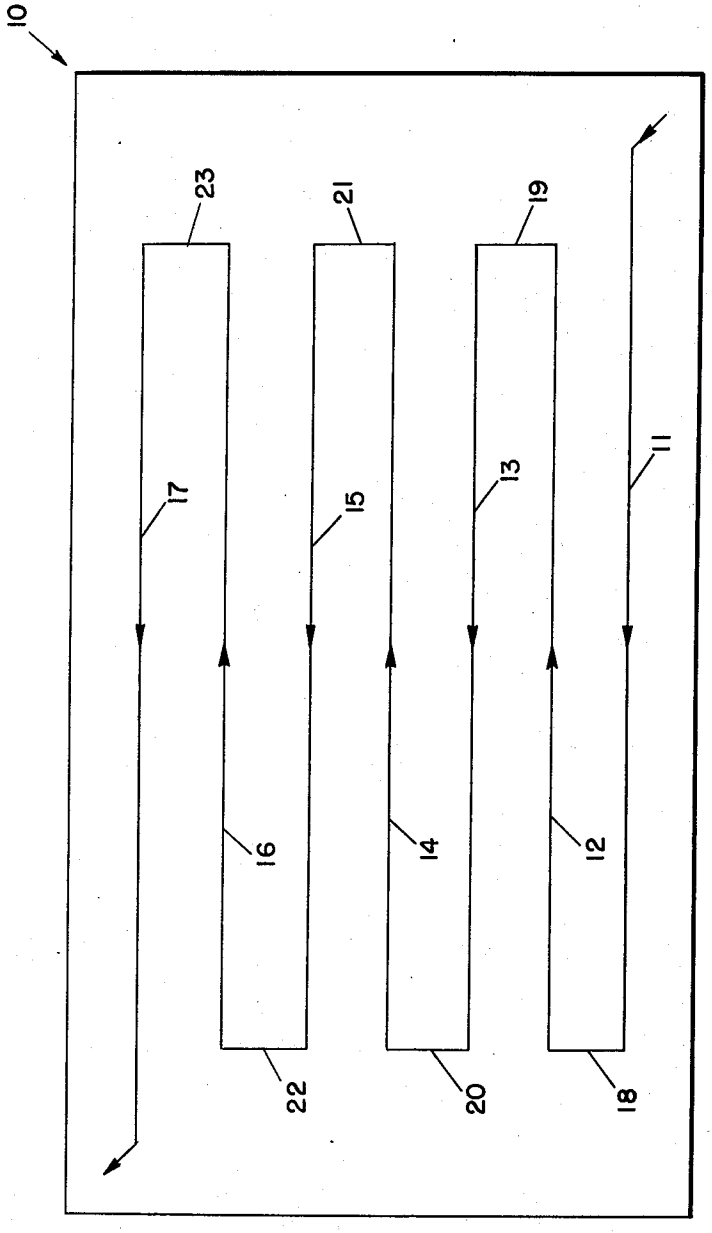


Fig. 3

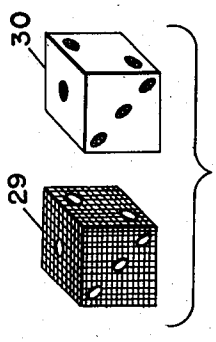


Fig. 5

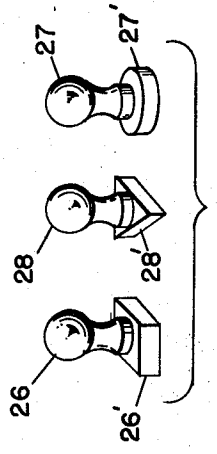


Fig. 4

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GAME BOARD WITH DIFFERENTLY SHAPED APERTURES AND GAME PIECES HAVING BASES COMPLEMENTARY IN SHAPE TO SAID APERTURES

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6 Claims. (Cl. 273—134)

The present invention relates to a game of chance and skill and it consists in the combination, constructions and arrangements of parts herein described and claimed.

Generally there is provided a rectangular game board made of any suitable sheet material, such as wood, cardboard or molded plastic. The board has a single playing course or path defined by parallel rows of depressions of three alternating shapes (square, circular and triangular) and by printed areas of sinuous shape in and along which the depressions are spaced.

The game course or path starts at one corner of the board and ends at a diagonally opposite corner. Two or more players, each having a game piece of each depression shape in sets of a chosen color, can play at one time. Moves are determined as to extent or degree by the players rolling in turn, a pair of dice, but skill is also involved since the players can choose the piece or pieces to be moved within limits.

The course spaces between depressions are also playing positions, and certain of the depressions are enlarged to constitute "traps," for a purpose explained in the hereinafter suggested rules.

It is an object of the present invention to provide a game of chance and skill employing a game board of unusual construction and appearance.

It is another object of the invention to provide a parlor-type game in which each player has a set of pieces of a single chosen color but differing in the shapes of their bases for fitting only in similarly shaped recesses in the game board, to add variety and interest to the game.

Other and further objects of the invention will become apparent from a reading of the following specification taken in conjunction with the drawing, in which,

FIGURE 1 is a plan view of the preferred form of game board,

FIGURE 2 is an elevational view of the game board, in section, taken on line 2—2 of FIGURE 1,

FIGURE 3 is a diagram showing the sinuous configuration of the playing course,

FIGURE 4 is a perspective view of a set of playing pieces of various base shapes, and

FIGURE 5 is a perspective view of a pair of differently colored dice forming part of the game equipment.

With reference now to the drawing, the numeral 10 generally designates a rectangular game board made, for example, of wood, cardboard or molded plastic material. The game board has printed thereon seven parallel and horizontally disposed rows 11 through 17 of playing spaces defining a single sinuous game course or path beginning at the lower right corner (marked "Start"). FIGURE 3 schematically shows the sinuous nature of the game course.

The ends of the rows 11 through 17 are interconnected by bridging blocks 18 through 23, which are printed in black and white checkered patterns.

Each of the rows 11—17 is printed with an alternating series of square and octagonal playing spaces 24 and 25, respectively. All of the square spaces are provided with depressions in an alternating series of square, circular and triangular shape, all of which are of a size to at least snugly receive similarly shaped bases on playing pieces 26, 27 and 28, respectively, constituting a set for each player. As mentioned above, each player's set is of a distinctive color.

Three (or more) of the depressions in each row are considerably larger than similarly shaped bases 26', 27' and 28' of the pieces to identify the spaces having said enlarged depressions as "traps" for a purpose hereinafter explained. The base-fitting or small depressions are designated *26a*, *27a* and *28a* for the square, circular and triangular shapes, respectively, while the similarly shaped enlarged depressions are designated *26b*, *27b* and *28b*.

The spaces 24 and 25 of the top row 17 and the bottom row 11 are each printed half black and half white, divided diagonally as shown. Rows 13 and 15 are printed black with white depressions, while the rows 12, 14 and 16 are printed white with black depressions.

The chance aspects of each player's moves are determined by a pair of dice 29 and 30 of which the former is black with white spots and the latter is white with black spots. While the rules for playing on the game board and with accessory parts disclosed can be varied considerably, the following set of rules has been found to be very satisfactory:

Rules of the game.—All players throw the dice to determine order of rotation. Highest points thrown starts the game. Starting players must throw a 2 or an 8 to bring out their square-based game pieces or "men," a 4 or a 10 to bring out their circular-based pieces or "men," and a 6 or a 12 to bring out their triangular-based game pieces or "men." In the first and last rows, moves are made according to the combined total of both dice. In other rows (which are alternating black and white rows) two men may be moved, depending on the showing on the dice. That is, the black dice may be used to move a man located on a black row and the white dice may be used to move a man located on a white row. Players must utilize both dice in a move—either in one advancement of a man using the combined total of the dice, or moving a man in a white row the number of spaces indicated on the white dice, and likewise with the black row and dice.

If all players on a "team" are concentrated on black rows (or all on white rows), the player must move one of his men the combined total indicated on the dice—not just the black die only. The only time a player may use one die in making a move is from the space immediately before the "finish line." This space requires a "one" to complete the move and the player has the option of using the first "one" that shows on either die in order to score his man. Players may move their men to any depression corresponding in shape to their men, or to any octagon-shaped space between depressions. The larger depressions are "traps" and a trap can be a "spring," releasing a man therefrom, only if another player is forced, by his throw, to advance a man to the trap, whereupon the man that was trapped is advanced one space. In order to release his own man from a trap, a player must throw a double, a seven or an eleven. There is no limit to the number of men that can be "trapped" at one time with the exception that only one man may be trapped on an individual square at one time.

Smaller depressions are safety zones and a man therein cannot be disturbed, but a man located in any octagonal space between depressions, if another player advances a man thereto, must return to Start. Checkered squares, indicate "throw again" squares and a player landing a man on any of these squares may take an additional turn before relinquishing the dice. If a player can land two men on "throw again" squares in one move, he may move both of these men directly to finish. The only method of obtaining this objective is to have a man in the white

row and another man in the black row and have the dice move both men the necessary number of squares for the men to land on the "throw again" checkered squares. Each move a player makes is a forcing move; that is, a player must move, if possible. If a move is impossible, a player must state so and before the next player throws the dice, any other player may challenge this fact. If it is found that the first player cannot move, the challenger must return one of his men to Start. The winner is determined when a player brings all of his men to the Finish.

While but one form of the invention has been shown and described herein, it will be readily apparent to those skilled in the art that many minor modifications may be made without departing from the spirit of the invention or the scope of the appended claims.

What is claimed is:

1. A game of chance and skill comprising: a game board having a winding course printed thereon and consisting of playing spaces of alternating shapes, certain of said spaces having depressions formed therein of alternating shapes, sets of game pieces of distinctive colors and having bases corresponding in shapes to the shapes of said depressions, certain of said depressions being of sizes snugly receiving similarly shaped piece bases and others of said depressions being markedly larger than said bases to provide "traps," and chance means for determining the movements of said pieces.

2. Structure according to claim 1, said chance means being a pair of dice.

3. Structure according to claim 2, said dice each being of a different color and certain of said playing spaces corresponding in colors to said dice.

4. Structure according to claim 1, said playing spaces being arranged in parallel rows connected alternately at their ends to an adjacent row.

5. Structure according to claim 4, certain of said rows alternating in color.

6. Structure according to claim 5, the top and bottom rows having each space printed approximately half in one color and half in the other color.

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