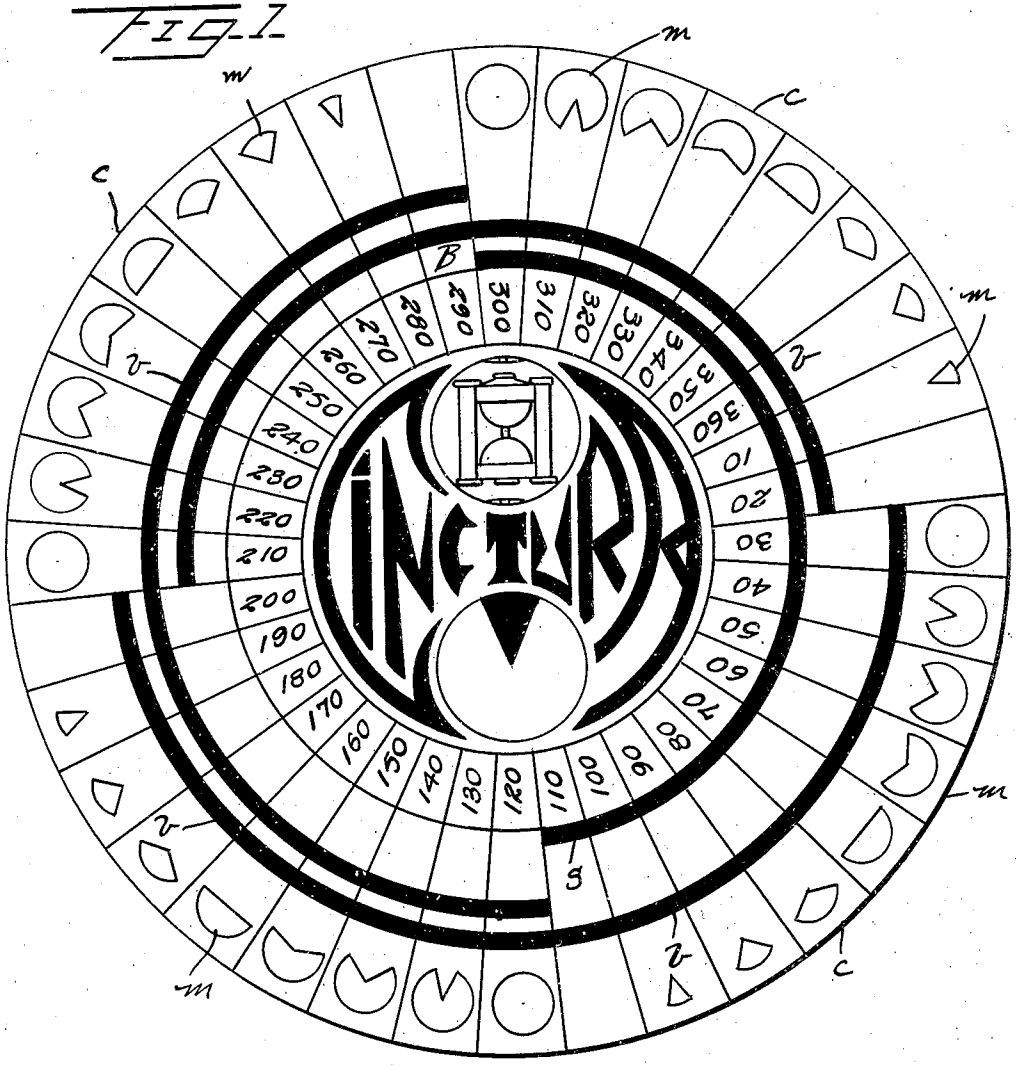
March 11, 1947. L. H. SAYRE 2,417,216

GAME

Filed Jan. 26, 1945

Fig. 1.



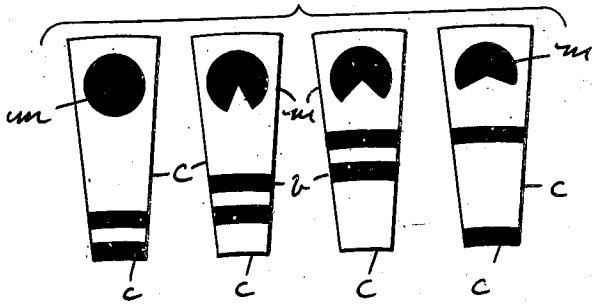


Fig. 2.

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GAME

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3 Claims. (Cl. 273—130)

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My invention relates to improvements in game apparatus, and it consists in the combinations, constructions, and arrangements herein described and claimed.

An object of the invention is to provide a game apparatus of simplified construction whereby games may be played which will provide entertainment and amusement to the players without causing mental strain.

A further object of the invention is to provide a game apparatus of the character described which is adapted to be used in the playing of games in which any limited number of players, more than one may participate.

Other objects will be apparent from the following description, considered in conjunction with the accompanying drawing, in which—

Figure 1 is a top plan view of the game board and cantles arranged around the same in proper order according to the aim of the game at the end of a completed game;

Figure 2 shows four cantles of colored sections, of different size, each cantle shown being also representative of its set by showing an arrangement of a pair of sidle bars characteristic of its set.

The game board B of suitable material is circular and divided into 36 sections S of 10° each and each sector has a number equal to the number of degrees which the remote leg of a sector is distant from the zero line dividing the sectors marked 10 and 360. Accordingly the numbers identifying the sectors form an arithmetic progression in which 10 is the first term and difference.

The cantles C or playing cards number 36 and have the shape of fragmentary sectors. Each cantle sector has two concentric bars b of a color different from the fundamental color of the cantle. There are four different arrangements of these bars relative to one another and relative to the cantle. The 9 cantles of the first set have a bar at their narrow ends and a second bar spaced from the first bar by a strip of the fundamental color of a width equal to the radial width of the bars. The 9 cantles of the 2nd set have the shortest bar or bar nearest but not adjacent to the narrower end placed so that it is a continuation of or matches the longer bar of the first set of 9 cantles and the second longer bar is spaced from such first bar by a strip of fundamental color as described. In the third set the bars are spaced relative to one another as the bars of the first two sets, but the shortest bar nearest to the narrower end is a continuation of the longer bar of

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the second set. In the fourth set of 9 cantles the shorter bar adjoins the narrower end and the longer bar is the same radial distance from that end that the longer bar of the third set is. Figure 2 illustrates the bar arrangement, since it shows a cantle for each set named.

Each cantle in a set of 9 is identified by the size of a sector M beginning with zero or blank, one eighth, one quarter, on half, etc., to full circle. This identifying marking M imposes upon the players the task of assembling the cantles of a set in ascending or descending order determined by the area of the colored sector.

The aim or purpose of the game is to have the player "play" or assemble their cantles around the game board so that each cantle is a complement to a sector on the board and its bars "match," i. e., form a continuation of the bars of the adjacent cantles and the colored sector on each cantle is by ⅛ of a circle smaller or greater than the colored sector on the adjacent cantles. Figure 1 shows the final arrangement in which the bars of one set "match" one another and also form a continuation of the bars on one adjacent set, and the other bars of the first set "matches" the bars of the second adjacent set. Thus the "matching" bars of two adjacent sets form a semi-circle overlapping by one quadrant the semi-circle formed by the second bar of the first set and the "matching" bars of the other adjacent set.

The game is played in the following way:

The cantles are shuffled and each player is dealt an equal number of all the cantles. If one or several cantles should be left over after dividing the set equally among the players, these cantles are held until a player that would normally pass will unreservedly show opponents his own cantles. That player gets the cantle or cantles.

The player that starts the game may choose among his cantles that one which he wishes to "play" first or place opposite to the step of say 120. The areal value say 1 of the cantle played indicated by the size of the colored sector on the same is written on the first player's score card. Now is the turn of the player to the left of the first player. The former plays upon either adjacent step of 130 or 110 with a cantle the sector of which must be ⅛ greater or smaller than the sector of the cantle on the 120 step, e. g., if the sector on the cantle or the latter step is a full circle, the second player may play blank or ⅞. In order to score the sidle bars of the cantle

played must "match" the bars on the cantle already played.

Thus the game continues until a player has no cantle at playing turn. The player having the highest score wins.

Many other rules and directions for playing games with my improved game apparatus may be devised.

While the game apparatus disclosed can only be played by persons who can see, it may of course be adapted to the needs of blind people by providing sidle bars and identifying marks for the cantles of one set that can be felt by these unfortunate people as it is intended that the specific embodiment of my invention shall be interpreted as illustrative and not in a limitative or restrictive sense.

While the foregoing specification sets forth the invention in specific terms, it is to be understood that numerous changes in the shape, size and materials may be resorted to without departing from the spirit and scope of the invention as claimed hereinafter.

Having thus described the invention, what I claim as new is:

1. In a game apparatus, a circular board divided into radial sectors of equal size and numbered in uniform sequence, a number of equal sets of cantles of the shape of a fragmentary sector adapted to be removably applied to the board to complement any sector on the board, the total number of cantles equaling that of the board sectors, each set being distinguished from every other set by a pair of distinctively colored circular bars "matching" the bars on the adjacent cantles of the same set by being equi-distant from the center of the board, each set having one bar which "matches" in the previously defined sense one bar in an adjacent set and another bar which "matches" the bar of the other adjacent set, each cantle in a set being distinguished from each cantle of the same set by a mark expressing such distinction, the number of such cantles in a set being equal to the quotient of the number of cantles divided by the number of sets.

2. In a game apparatus comprising a symmetrical game board divided into equal, radial numbered spaces, cantles equal in number to the number of spaces and of a form to be removably applied to the board for complementing the spaces of the board to a larger symmetrical figure, said cantles being divided into sets and bearing indicia to distinguish cantles of each set from the cantles of every other set by an arrangement of a pair of marks one of which conforms to a mark on the cantles of an adjacent set while the other mark will conform to a mark on the cantles of another adjacent set, every cantle in one set being distinguished by a mark from every other cantle of the same set, and in the final, correct assemblage of the cantles the latter marks being arranged in stepped order of these distinctions.

3. A game apparatus comprising a symmetrical game board divided into equal peripheral radially extending spaces numbered in a predetermined space, playing cantles equal in number to the number of board spaces and intended to be removably applied to the board to form extensions of the latter, the cantles also forming sets of equal number, each cantle in a set having an individual marking denoting the order of such cantle in its set assembled around the board, each set having two other markings characteristic of such set, one of such markings being identical with a marking on one adjacent set, the other marking being identical with a marking on the other adjacent set.

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