Oct. 29, 1940. E. W. PETERSEN 2,219,546

GAME

Filed Aug. 18, 1939 3 Sheets-Sheet 1

Fig. 1.

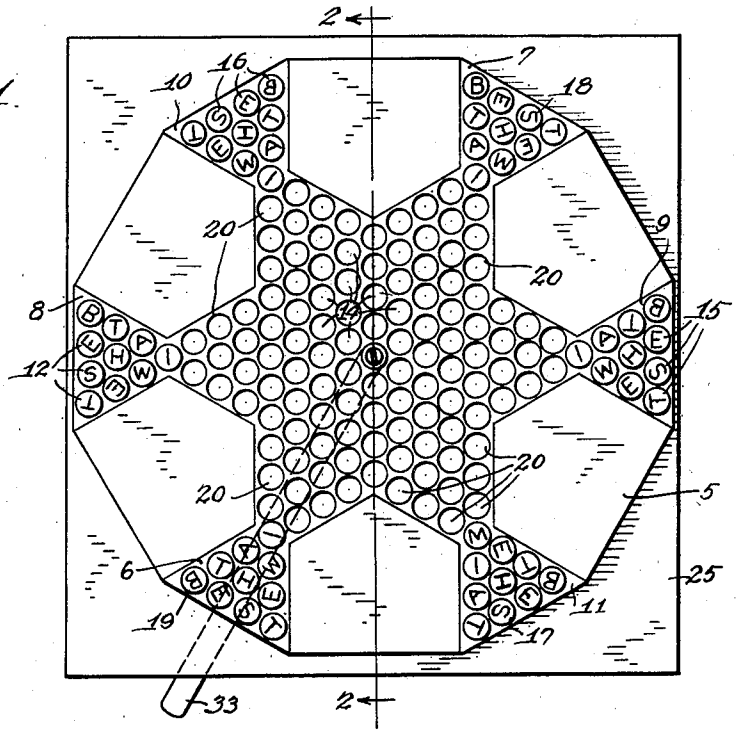


Fig. 2.

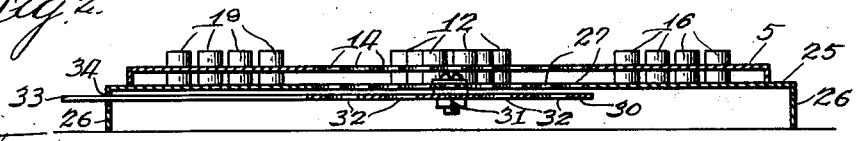


Fig. 3.

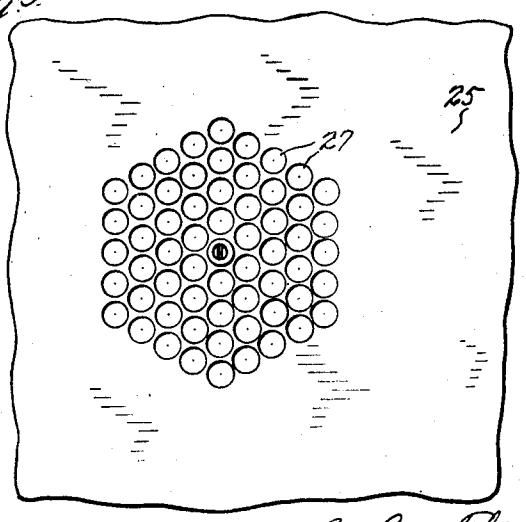
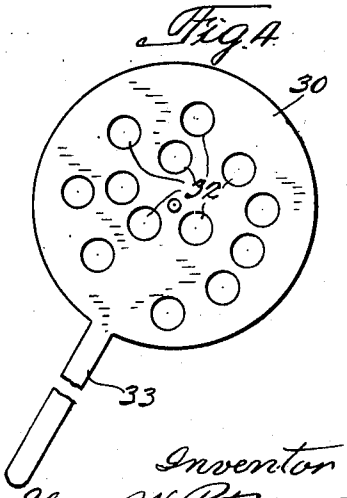


Fig. 4.



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Fig. 5.

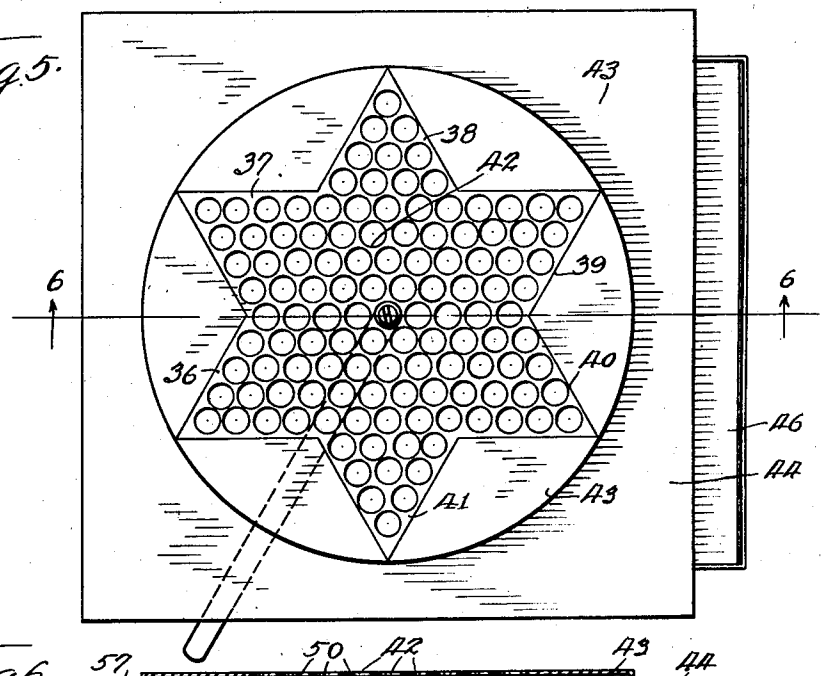


Fig. 6.

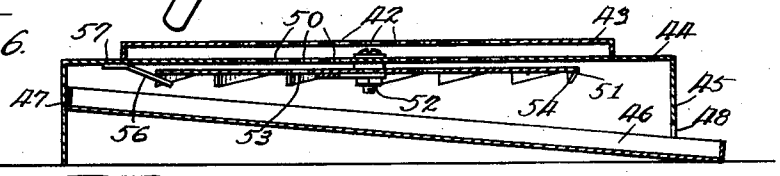


Fig. 7.

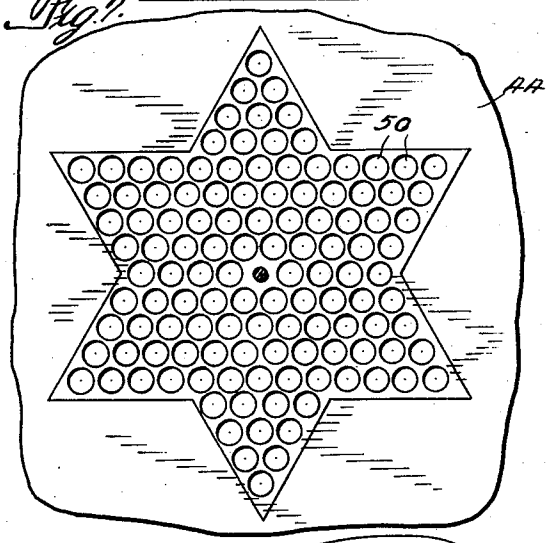


Fig. 8.

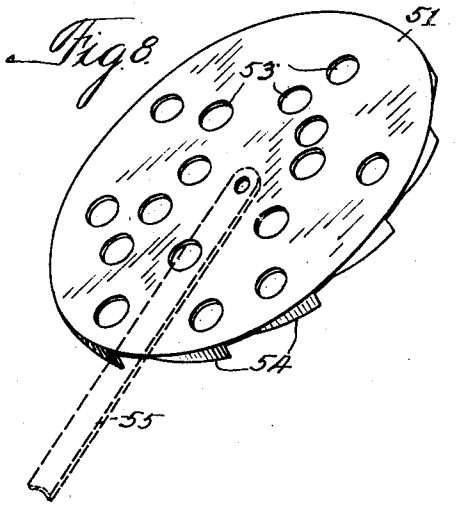
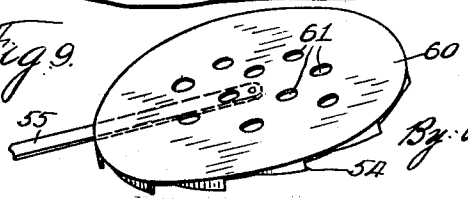


Fig. 9.



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Fig. 10.

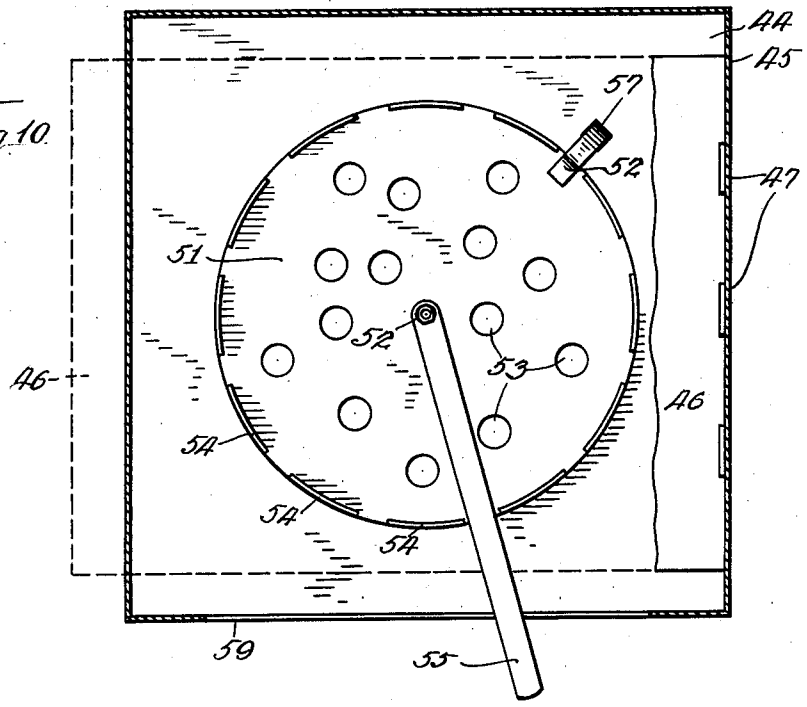
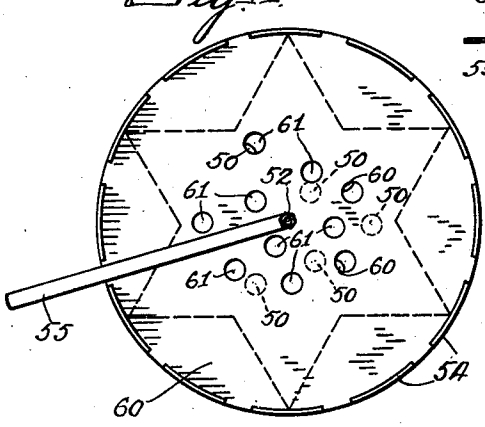


Fig. 11.



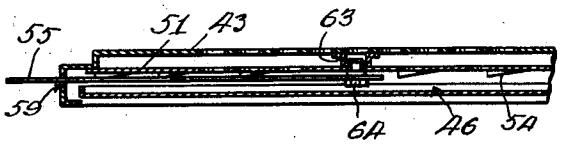


Fig. 12.

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UNITED STATES PATENT OFFICE

2,219,546

GAME

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Application August 18, 1939, Serial No. 290,717

11 Claims. (Cl. 273—131)

This invention relates to games and more particularly to games known as Chinese checkers.

Games of this type are usually provided with starting and finishing fields and a common playing field therebetween across which the players travel to arrive in their respective finishing fields, and the winner of the game will be the individual who is capable of manipulating the moves of his players so as to place all his players first in their finishing field. It has been observed that interest in this game is soon lost if it is played too often. This may be directly attributed to studied attempts on the part of the individuals to select routine paths across the playing field that will suffer the least interference by opposing players and place their players first in their finishing field. Consequently, the game soon loses its fascination and will not be played often.

An object of the present invention is to provide a new and novel structure that will stimulate interest in a game of this type and prevent definite routine paths being followed by the players across the playing field. This is accomplished by causing uncertainty in the plays that may be made without loss of the players from the game, the purpose being to permit operation of means upon certain types of plays made, such as jumping two players in one move, that will cause the elimination of certain players resting in certain playing positions upon the playing field. Consequently, the number of players that may be ejected and hence the number of players that can be brought to the finishing field will not be known until the game is completed, the winner being the one who can bring the greater number of men home. In this manner, the game is exceptionally fascinating and can seldom be twice played the same.

A further object of the invention is to provide a game of this type having apertured playing fields, each aperture representing a playing position, and means for normally holding the players in these playing positions until some given move in the game by one of the individuals playing will warrant actuation of this means. One or more of the players will then be dropped through the apertures and caused thereby to be removed from the playing field and ejected from the game. By providing this means with apertures spaced in an irregular manner, their alignment with the apertures of the playing field causing this ejectment will be a matter of uncertainty each time this means is actuated, and hence, it will never be known when certain players will be ejected from the field and contemplated moves will be thereby destroyed.

A further object of this invention is to provide a game structure that is simple and inexpensive to make, fascinating to play and will hold the interest of the players.

Other objects and advantages of the invention will be apparent from the following detail description taken in connection with the accompanying drawings, which form a part hereof.

In the drawings:

Figure 1 is a view looking down upon the playing field of a structure embodying the present invention;

Fig. 2 is a transverse sectional view taken on line 2—2 of Fig. 1;

Fig. 3 is a detail view of an intermediate member disposed between the playing field and actuating member;

Fig. 4 is a detail view of the actuating member;

Fig. 5 is a plan view of a playing field of an alternative embodiment of the invention;

Fig. 6 is a vertical sectional view taken on line 6—6 of Fig. 5;

Fig. 7 is a detail view of the intermediate member used in the structure shown in Fig. 5;

Fig. 8 is a perspective view of the actuating member of this alternative embodiment;

Fig. 9 is a view similar to Fig. 8 but illustrating apertures therein that cover a smaller playing field;

Fig. 10 is a bottom plan view of the alternative embodiment, a portion of the tray being omitted;

Fig. 11 is a view of the actuating member that may be used in the embodiment shown in Fig. 5 to illustrate that its apertures may be arranged to align with the apertures of the playing field at different times so as to increase the uncertainty of when players might be ejected from the playing field; and

Fig. 12 is a detail sectional view of a modified structure omitting the intermediate member.

The structure shown in Fig. 1 of the drawings comprises a slightly raised top member 5, divided into a plurality of starting fields and finishing fields, and a common playing field therebetween. The starting and finishing fields are arranged in opposed relation. Starting field 6 is opposite to finishing field 7. Starting field 8 is opposite the finishing field 9. And starting field 10 is opposite finishing field 11. Although thus described, each field is a starting field at the beginning of the play and becomes a finishing field at the close of the play. For example, players designated 12 in starting field 8 will travel across the common playing field 14 and enter field 9 as their finish-

ing field. Players 15 in field 9 will begin the game with this field as their starting field. Players 15 will travel across the common playing field 14 and enter field 8 as their finishing field. The same is true with players in the other fields. Players 16 will start in field 10 and finish in field 11. Players 17 in field 11 will finish in field 10. Players 18 in field 7 will finish in field 6. And players 19 will begin with field 6 as their starting field and finish in field 7 as their finishing field. It will be understood that the particular arrangement of the fields may be varied or changed, according to whether a simple or a complicated game is to be provided. In Fig. 1, auxiliary home fields 20 are provided in front of starting and finishing fields 6 to 11, inclusive. Normally opposing players will not enter these home fields except opponent players in the field diametrically opposite the starting field of any particular set of players.

The starting and finishing fields, as well as the home and common playing field, are apertured as indicated in the drawings, each aperture representing a playing position of one of the players 12, 15, 16, 17, 18 and 19. If playing positions are apertures, as shown in the specific embodiment illustrated in the drawings, these players may comprise cylindrical bodies of a diameter less than the diameter of the apertures and of a vertical dimension sufficient to permit a portion of the players to project above member 5, see Fig. 2. However, the shape or design of these players may be varied in accordance with the design and shape of the apertures or other playing positions that will be used in the construction of the game.

One form of the invention includes an intermediate member 25 shown clearly in Figs. 2 and 3. Intermediate member 25 may be provided with a vertical flange 26, which flange 26 encloses the bottom of intermediate member 25 and constitutes means for supporting the structure as a whole upon a flat surface. Intermediate member 25 may also be perforated, as indicated at 27 in Fig. 3, the number of perforations provided in intermediate member 25 also depending upon the type of game to be played. I have illustrated intermediate member 25 in Fig. 3 with perforations 27 directly below the area representing the common playing field of member 5. The surface of intermediate member 25 below the home fields 20 and also below the starting and finishing fields is not perforated. Perforations 27 are preferably of a diameter equal to the perforations in member 5. The players rest upon the unperforated portions of intermediate member 25 when these players are in their starting and finishing fields and in the home fields 20. However, when these players enter the common playing field 14 of member 5, they will pass through the apertures thereof and also into apertures 27 of intermediate member 25.

To prevent these players from dropping through both apertures, means in the form of a disk 30 is provided below apertures 27, this disk 30 being preferably connected at 31 to intermediate member 25, any form of connection being suitable. Means 30 may be in the form of a plate that is also apertured, say at 32, for the purpose to be presently described. A handle 33 extends from plate 30 to and through a slot 34 in flange 26 on one side of the device. Handle 33 may be manually shifted to swing plate 30 back and forth about its pivotal connection 31. This operation may be performed when a given type of move of the players is made. One example of move may be a double jump of a player in traveling across the common playing field 14. When any aperture 32 moves into alignment with one of the apertures 27, a player positioned therein will drop through these apertures and through aperture 32 to the space under the device. In this manner, one or more players will be ejected from the game by being dropped out of the playing field when plate 30 is oscillated through movement of handle 33. The exact players eliminated from the game will depend upon the location of apertures 32 in plate 30. It may be that any one particular aperture of the group designated 32 may not align with one of the apertures 27 in intermediate member 25 until several movements of plate 30 are made. In either event, each operation of plate 30 will dispose of a number of players by dropping them out of the playing field through the apertures therein that are designed to align with certain of the apertures 27.

In this embodiment of the invention, plate 30 may be mounted with a rather tight pivotal connection so that it may be oscillated back and forth within the limits of slot 34 through which handle 33 projects.

Figs. 5 to 8, inclusive, illustrating an alternative embodiment of the invention, is provided with a slightly different playing field. Starting fields 36 to 41, inclusive, are similar to starting fields 6 to 11, inclusive, these fields likewise becoming the finishing fields at the end of the game for opposing players in diametrically opposite fields. Common playing field 42 is similar to the common playing field shown in Fig. 1, each playing position being an aperture formed in top member 43. Top member 43 is secured to an intermediate member 44, also having a depending flange 45 about its four sides to form a housing in which a tray 46 may be disposed. Tray 46 may be secured at far end 47 and tilted slightly so that its front portion will extend beyond the housing through a slot 48. Tray 46 will receive players that are dropped out of the playing field and will permit them to roll forwardly to the front portion thereof in order to be accessible at any time. Intermediate member 44 may be apertured in the same manner as top member 43. There may be an aperture in member 44 for each aperture in the starting and finishing fields 36 to 41, inclusive. This is shown in detail in Fig. 7. A different form of movable plate 51 is secured by pivotal connection 52 to intermediate member 44. A series of apertures 53 are formed in plate 51 and arranged in such a spaced relation that they will align at different times with apertures 50 in member 44 when plate 51 is moved into different positions.

In this embodiment of the invention, plate 51 may be provided with means for limiting the rotating movement in one direction and in a stepped relation so that its movement is limited each time it is actuated. In the specific illustration, this means is shown to be a series of teeth 54 extending downwardly about the periphery of plate 51. The teeth are arranged in the same direction so that when engaged plate 51 will rotate in that direction only. This rotation is accomplished by a handle 55 carried by the same pivotal connection 52 and extending outwardly through a slot 59 in one of the depending flanges 45 in a manner similar to that illustrated in Fig. 2. A detent 56 may be secured at 57 to intermediate member 44. When plate 51 is rotated by handle 55 engaging one of the teeth 54, detent 56 rides the sloping edge of the

adjacent tooth and drops in front of this tooth to prevent reverse movement of plate 51. Consequently, movement of handle 55 in its slot will rotate plate 51 in one direction, and then only by stepped movement. There may be any number of teeth 54 provided on plate 51. Plate 51 may be moved very slowly to bring certain of its apertures 53 into alignment with certain apertures 50 of intermediate member 44 each time it is moved. Apertures 53 may be located in a predetermined relation with apertures 50, so that any one particular aperture 53 might align with only one or two of the apertures 50 in intermediate member 44 in a complete revolution of movable plate 51. On the other hand, a single aperture 53 may register with a different aperture 50 in making a second revolution, or it may register with more than two apertures 50 in a single revolution. In this manner, individuals playing the game will be unable to anticipate the playing position which will be cleared of a player therein upon the next movement of plate 51. This uncertainty will stimulate interest and make the game unusually fascinating. Plate 51, shown in Fig. 8, may have its apertures 53 extending outwardly to its periphery so as to align with apertures 50 in member 44 directly below the apertures in the starting or finishing fields 36 to 41, inclusive, in top member 43. Consequently, this arrangement will dispose of players out of these starting and finishing fields in the same manner as out of the common playing field 42. It is obvious that the winner will be the individual who is able to move the greatest number of players from a starting field across the common playing field and into a finishing field.

Fig. 9 illustrates a plate 60 similar to plate 51 but with apertures 61 located therein to cover only the area of the common playing field. This type of apertured movable plate 60 may be used when it is desirable only to lose players out of the common playing field 42, and not out of the starting and finishing fields 36 to 41, inclusive, similar to plate 30 shown in Fig. 4.

Fig. 10 illustrates plate 51 provided with twelve teeth 54 which represents twice the number of starting fields. Consequently, plate 51 will have twelve playing positions and each aperture 53 therein will register with aperture 50 every other position of plate 51, or six times in one revolution. If the number of teeth 54 is not a multiple of the number of starting and finishing fields, but say an odd number, any one aperture 53 will register only once with openings 50 in one revolution of plate 51.

In Fig. 11, plate 60 is illustrated for the purpose of showing how aperture 61 may be moved with respect to apertures 50 in intermediate plate 44 without aligning therewith so as to cause loss of players. Locating an aperture 61 with respect to an aperture 50 in this manner is for the purpose of preventing each aperture 61 from aligning with an aperture 50 in intermediate member 44 each time movable plate 60 is actuated. It may not be desirable to eject the same number of players from the playing field each time movable plate 60 is to be actuated. For example, the apertures in these movable plates 30, 51 or 60 may dispose of only three players when actuated the first time but may dispose of a greater number of players when actuated the second time. In Fig. 11, I have illustrated several apertures 50 in dotted lines to represent the alignment relation that may be provided between these apertures 50 and the apertures 61 in the movable plate. In one instance, it may require three movements of the plate before apertures 61 will be brought into alignment with apertures 50. In another instance, such alignment might be accomplished by two movements of the movable plate. Consequently, every aperture in the movable plate will not necessarily align with apertures 50 in intermediate member 44 each time the movable plate is actuated.

Fig. 12 illustrates a further embodiment of the invention in order to simplify the structure. Intermediate member 44, shown in Fig. 6, may be eliminated and movable plate 51 may be pivotally connected directly to top plate 43. Such pivotal connection may be obtained without interfering with any of the apertures in top plate 43 by providing a U-strap 63 that may be welded to the underside of the top plate 43 between apertures therein, this U-strap 63 being of a depth to provide a suitable pivotal connection 64 for plate 51 and handle 55. The players will be seated in the apertures in top plate 43 and ride upon movable plate 51. When any aperture 53 in movable plate 51 aligns in an aperture in top plate 43, the player carried by the top aperture will drop out of the playing field and into tray 46. The operation of this varied embodiment is substantially the same as heretofore described and is somewhat simpler because it omits the intermediate plate which is not essential in practicing the invention herein disclosed. It will be understood, however, that the use of the intermediate plate is desirable. It is also to be noted that the type of game may be readily varied by arranging the fields differently and the playing positions accordingly. The actuating plate may be varied considerably, as shown herein, and still come within the scope of the invention. The novelty resides in its ability to eject certain players from the playing field each time it is operated, the number of the players and their locations differing each time so that individuals playing the game cannot successfully anticipate their moves. Essentially, therefore, routine moves or paths across the playing field will be ineffective to place one's players first in the finishing fields.

Without further elaboration, the foregoing will so fully explain the gist of my invention that others may, by applying current knowledge, readily adopt the same for use under varying conditions of service, without eliminating certain features, which may properly be said to constitute the essential items of novelty involved, which items are intended to be defined and secured to me by the following claims.

I claim:

1. In a game of the class described, a plurality of starting and finishing fields and a common playing field therebetween which must be crossed by players in traveling from the starting to the finishing fields, and means for dropping a predetermined number of players from the common playing field upon a given play by any one of the players, said means comprising a member disposed below said common playing field by means of which said predetermined number of players will drop out of said common playing field when said member is actuated.

2. In a game of the class described, a plurality of starting and finishing fields and a common playing field therebetween which must be crossed by players in traveling from the starting to the finishing fields, a movable base member below said common playing field, said base member having a plurality of apertures adapted to align with

players' positions upon said common playing field to cause said players when in said positions to be removed from said common playing field, and means for actuating said base member.

3. In a game of the class described, a plurality of starting and finishing fields and a common playing field therebetween which must be crossed by players in traveling from the starting to the finishing fields, said fields being defined by a plurality of playing positions in which the players will be located during moves made by the players, and a device disposed below said fields having means adapted to be brought into alignment with said playing positions in indeterminate sequence for eliminating one or more players from their said playing positions.

4. In a game of the class described, a plurality of starting and finishing fields and a common playing field therebetween which must be crossed by players in traveling from the starting to the finishing fields, said fields being defined by a plurality of playing positions in which the players will be located during moves made by the players, means for supporting the players in these said playing positions, and means for removing the support provided by said means to cause players in certain of said playing positions to be dropped out of at least one of said fields.

5. A game of the type described comprising opposed starting and finishing fields and a common playing field therebetween which must be crossed by players in traveling from the starting to the finishing fields, said fields being defined by a plurality of playing positions in which the players will be located during moves made by the players to arrive in their finishing fields first in greatest numbers, and means adapted to be operated each time players move across said common playing field by a certain type of play whereby to eliminate a number of players from their said playing positions in said common playing field in order to reduce the number of players that will reach said finishing field, the number and positions of the players when eliminated being dependent upon said means and the number of times the same is operated.

6. In a game of the type described, a plurality of starting and finishing fields and a common playing field therebetween which must be crossed by players in traveling from the starting to the finishing fields, said fields comprising a member having an aperture for substantially each playing position of the players in traveling from the starting to the finishing fields, means for supporting the players in said apertures, said means being apertured at predetermined locations but differently from said member, and means for movably mounting said apertured means below said member whereby upon movement of said apertured means all or a number of the apertures therein will align with apertures in said member to cause said players to drop out of their said playing positions in traveling from the starting to the finishing fields.

7. In a game of the type described, a plurality of starting and finishing fields and a common playing field therebetween which must be crossed by players in traveling from the starting to the finishing fields, said fields comprising an apertured member having an aperture for substantially each playing position of the players in traveling from the starting to the finishing fields, a second member disposed below the first member but spaced a distance less than the vertical dimension of the players, and a movable plate below said second member, said plate having a limited number of apertures therein, said movable plate supporting the players in the apertures of said two members until its apertures align with the apertures of said two members whereupon the players drop out of the apertures of the latter and through the apertures of said movable plate.

8. In a game of the type described, an apertured plate representing a playing field for a plurality of players, a second apertured plate spaced from said first apertured plate, said apertures receiving the players and constituting playing positions in said field for the players, a movable plate below said first and second plate, said movable plate having apertures therein that are spaced in a different relation than the apertures of said first and second plates, and means for actuating said movable plate in a given direction to bring its apertures in alignment in an indeterminate sequence with the apertures of said first and second members to cause the players in such aligned apertures to fall therethrough.

9. In a game of the type described, an apertured plate representing a playing field for a plurality of players, a second apertured plate spaced from said first apertured plate, said apertures receiving the players and constituting playing positions in said field for the players, a movable plate below said first and second plate, said movable plate having apertures therein adapted to align with apertures of said first and second plates, means for rotating said movable plate, and means for causing said movable plate to rotate in stepped relation in one direction whereby certain apertures of said movable plate will align at different times with certain apertures of said first and second plates to cause players in these apertures to drop thereout of and through the apertures of said movable plate.

10. In a game of the type described, an apertured playing field for a plurality of players, the apertures of said field constituting playing positions for the players as they travel across said field, a movable plate disposed below said apertured playing field and forming a supporting means for the players in the apertures of said field, said movable plate having a plurality of apertures adapted to align with the apertures of said field, and means for causing said movable plate to rotate in stepped relation in a predetermined direction whereby certain apertures of said movable plate will align with certain apertures of said field to cause players in these apertures to drop therethrough and out of the playing field.

11. In a game of the class described, a plurality of starting and finishing fields and a common playing field therebetween which must be crossed by players in traveling from the starting to the finishing fields, and means mounted in cooperative relationship with said common playing field for ejecting a portion of said players from the common playing field upon a given play by any one of the players.

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