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GAME APPARATUS

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Fig. 1.

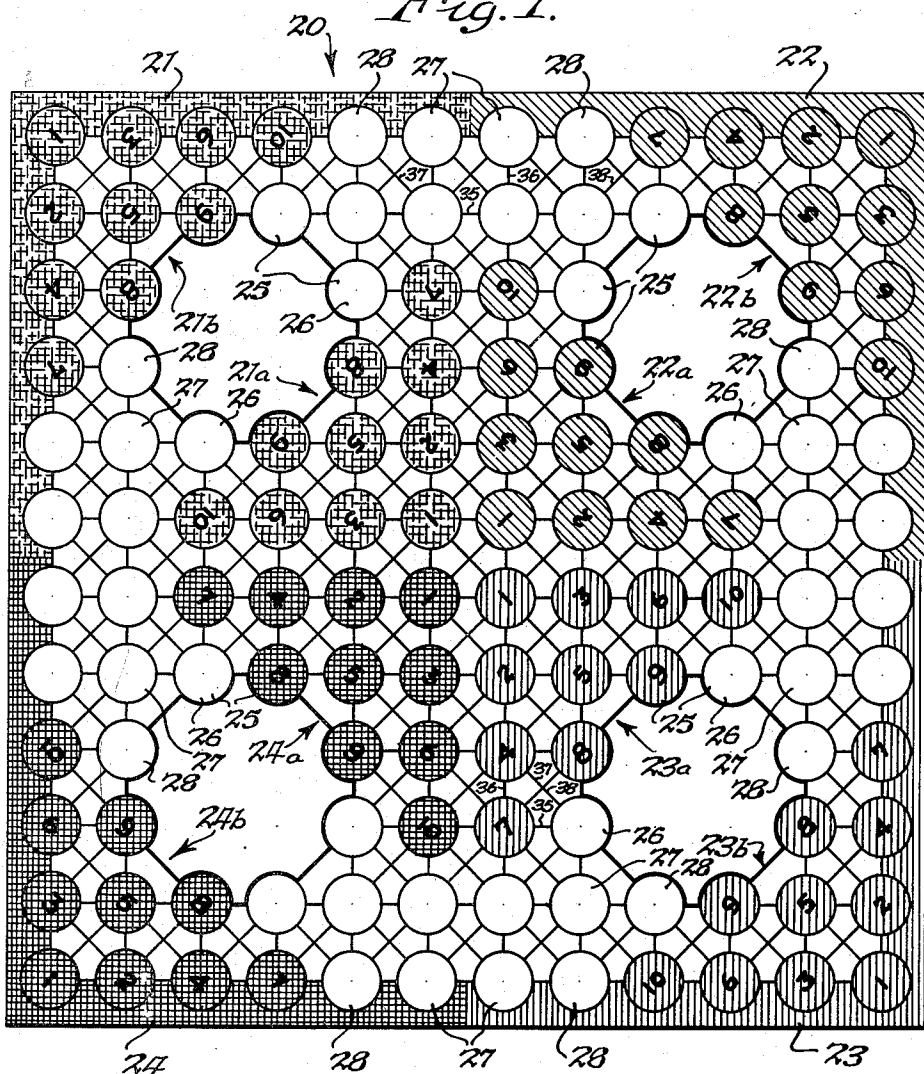
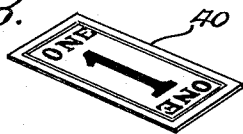


Fig. 2.



Fig. 3.



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GAME APPARATUS

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1 Claim. (Cl. 273—131)

The present invention relates to games and more particularly to a game that may be played on a gameboard by movement of gamepieces from one space to another of the board.

The basic purpose of the present invention is to provide a game that may be played with gamepieces on a gameboard and that will combine certain features of chance with opportunity for exercise by the players of intelligence and astuteness.

A concomitant object of the invention is to provide a game of the character described which will afford entertainment and enjoyment and which will hold the attention of the players throughout the whole period of play.

Another object of the invention is to provide a game of the character described in which the starting positions of the gamepieces are determined by chance.

A further object of the invention is to provide a game of the character described in which the gamepieces of the several players are distributed by chance over a common starting area but in which the different players have different goals to which to move their respective pieces.

Another object of the invention is to provide a game of the character described in which the starting positions of the gamepieces of the several players are determined in part by the location of spaces allotted to the different players in the common starting area.

Another object of the invention is to provide a game of the character described in which the gamepieces may be moved either from one space to an adjacent space or by jumping as in a game of checkers.

A still further object of the invention is to provide a game of the character described which may be played by a single player as a game of solitaire or by as many as four players.

Another object of the invention is to provide a gameboard on which several different variations of a game of the character described may be played.

Still another object of the invention is to provide a game of the character described in which the gamepieces may represent cowboys and which will have the tang of the old West.

Other objects of the invention will be apparent hereinafter from the description, when read in conjunction with the drawing, and from the recital of the appended claim.

In the drawing:

Fig. 1 is a plan view of a gameboard constructed according to one embodiment of this invention;

Fig. 2 is a perspective view of one of the movable gamepieces used in playing the game; and

Fig. 3 is a perspective view of one of pieces of imitation money which may be used in settling accounts at the end of a game.

In the drawing the gameboard is designated generally at 20. It has a novel playing area layout which is in the shape of a square and contains a number of equispaced circles 25 of uniform diameter. The gameboard shown has a playing area twelve circles wide and twelve circles long. It is divided into four sections denoted 21, 22, 23, and 24, respectively, each in the form of a square,

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six circles wide and six circles long. Each section adjoins two other sections along two sides.

In each section there are two groups of circles, each arranged in the form of an isosceles triangle and comprising ten circles numbered, respectively, 1 to 10. One of the triangular groups of circles of each section is at the inside corner of the section and may be known as the center range. The other triangular group of circles of each section is at the diagonally opposite outside corner of the section and may be called the outer range. The inside triangular groups of circles of the several sections 21, 22, 23, 24 are denoted, respectively, at 21a, 22a, 23a, and 24a. The outside triangular groups of circles of the several sections are denoted, respectively, at 21b, 22b, 23b, and 24b. The inside triangular group of circles of each section adjoins along its two equal sides equal sides of the inside isosceles triangular groups of the two adjacent sections. Thus, the circles numbered 1, 3, 6 and 10 forming one side of each inside triangular group 21a, 22a, 23a or 24a, adjoin the circles 1, 2, 4, 7 forming one side of the adjacent inside triangular group. The outside triangular groups 21b, 22b, 23b, 24b of circles of the several sections 21, 22, 23, 24 form the four corners of the playing area.

The two triangular groups of circles at the inside and outside corners of a section have a common designating insignia which distinguishes them from the triangular groups of circles of the other sections. Thus, the ten numbered circles in the inside corner 21a of section 21, and the ten numbered circles at the diagonally opposite outside corner 21b of this same section may be colored yellow or may bear yellow designating numbers, but the ten numbered circles in inside triangular area 22a, and the ten numbered circles in the outside triangular area 22b of section 22 may be colored green or bear green designating numerals, while the ten numbered circles of the two triangular areas 23a and 23b of section 23 may be colored red or bear red designating numerals, and the ten numbered circles of the two triangular areas 24a and 24b of section 24 may be colored black or bear black designating numerals.

It will be noted that in each triangular group 21a, 21b, 22a, 22b, 23a, 23b, 24a, 24b the circle numbered 1 is at the apex of the triangle and that the circles of each triangle are arranged in four courses or tiers comprising a base consisting of four circles numbered 7 to 10 inclusive, a second course or tier consisting of three circles numbered 4 to 6 inclusive, a third course or tier consisting of two circles numbered 2 and 3 and a top course or tier consisting of the apex circle numbered 1. It will be noted, therefore, that the two triangular groups of circles at the opposite corners of a section are in effect reversed, their bases confronting one another and their apex circles 1 being disposed remotely from one another.

Between the two triangular groups of numbered circles in each section 21, 22, 23 and 24, there are three rows of uncolored, unnumbered circles 25, designated 26, 27, and 28, respectively, and each consisting of four circles.

Each player is provided with ten gamepieces similar to the gamepiece shown at 30 in Fig. 2. These may represent cowboys. The ten gamepieces of each player are numbered consecutively 1 to 10; and the gamepieces of the different players are differently colored, the gamepieces of each player being all of the same color and of the same color as his center and inner ranges. Thus, the player playing in section 21 has yellow gamepieces, the player using section 22 has green gamepieces, the player using section 23 has red gamepieces, and the player using section 24 has black gamepieces. The gamepiece 30 shown in Fig. 2 is green and is used by the player playing in section 22 of the board. It is the No. 1 playing piece of this player.

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Various games may be played on the gameboard described.

In playing one game, all the players first place their playing pieces in the center of the board face down. Then all the playing pieces are mixed together. Then each player draws ten pieces, and turning them over one at a time places them successively on the consecutively numbered spaces 1 to 10 of his center range, putting the first piece turned up on the No. 1 spot of his center range, the second piece turned up on the No. 2 spot, etc. Since the ten pieces which a player draws at the beginning of the game may include his opponent, pieces and/or his own, it will be seen that when the center range of the several players are occupied by their forty gamepieces, as will be the case when four are playing the game, the gamepieces will be well mixed. Moreover it will be seen that since the draw will be different in each game there are in effect an almost infinite number of starting positions, which adds materially to the variety and entertainment of the game.

The object of this game is for each player to get his gamepieces from his center range 21a, 22a, 23a, or 24a, as the case may be, to his outer range 21b, 22b, 23b or 24b. The player who gets all his pieces home first with the pieces arranged in the proper order on his outer range area, that is his No. 1 piece on the No. 1 circle of the outer range area, etc., wins the game.

The players take turns moving their pieces. In moving a piece, a player may move horizontally or vertically and on the diagonal in either direction as denoted by lines 35, 36, 37, 38, and either backwards or forward. He may move from one space or circle 25 to an adjacent space or circle 25; and he may jump any other piece including his own in any direction, so long as a vacant space exists beyond the piece being jumped; and he may jump as many pieces as have spaces between and beyond them. A piece is never removed from the board, however, when jumped. A player in any one play can jump as many pieces as it is possible to jump but he does not have to do so. He can stop jumping at any point if he desires to block an opponent.

As previously stated, the player who first gets all his pieces on the numbered squares of his outer range in the proper numerical order, wins the game. For each piece of an opponent not in its own outer range area, the winner scores the sum of the number on the playing piece plus the numeral of the circle on which it is caught. For example, if an opponent's playing piece No. 8 is caught on the No. 10 circle of the opponent's outer range, the winner scores eighteen points. A playing piece caught on one of the unnumbered circles is charged ten points plus the number of the piece. The score is settled by payment to the winner of ranch money. The players are supplied with equal amounts of this money before the start of the first game. It may come in different denominations representing say \$1.00, \$5.00 and \$10.00 bills. That illustrated in Fig. 3 at 40 is \$1.00 ranch money.

Another variation of the game is for each player to place his ten playing pieces in proper numerical order on the ten circles of his outer range, 21b, 22b, 23b or 24b, as the case may be, and to then move his pieces to his center range 21a, 22a, 23a, or 24a, as the case may be, each to its proper circle in the center range by moving and jumping his own pieces in any direction. A player must, however, in moving or jumping, stay within the limits of his own section of the board. The first to get all his pieces on their proper circles in the center range wins, and collects as before. This game may be played by two, three or four players, and may even be played solitaire.

A third variation of the game is a combination of the first two described. The playing pieces of all the players are first mixed up face down. Then each player draws ten pieces and turns them up consecutively, and puts the pieces in the order in which he turns them up onto the consecutively numbered spots on his own center range,

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regardless of whether the pieces are his own or an opponent's. Then by moving and jumping the player endeavors to get all his own pieces on their proper circles in his outer range. As soon as he has achieved this, he immediately starts moving the pieces, as in the second above-described method of play, to return the pieces to his center range area. The first player who gets each of his own pieces on its own number in his center range area wins the game and scores as described above.

Obviously the gamepieces may be used to represent other entities than cowboys, and various other games may be played on the board based on the principles of the present invention. While the invention has been described in connection with a specific embodiment, then, it will be understood that it is capable of further modification, and this application is intended to cover any variations, uses, or adaptations of the invention following, in general, the principles of the invention and including such departures from the present disclosure as come within known or customary practice in the art to which the invention pertains and as may be applied to the essential features hereinbefore set forth and as fall within the scope of the invention or the limits of the appended claims.

Having thus described my invention, what I claim is:

A game apparatus comprising a gameboard having a generally polygonal playing surface comprising a central area divided into a plurality of spaces for movement of gamepieces, and a plurality of corner areas disposed wholly outside said central area and each divided into a number of spaces for gamepieces, the number of spaces in the several corner areas being equal, said central area being divided into as many sections as there are corner areas, each section having as many spaces as a corner area, the spaces in each corner area being triangularly arranged with the space which constitutes the apex of the triangle being disposed in a corner of the playing surface, the spaces in each section also being triangularly arranged, each of the several corner areas bearing different indicia differing from the indicia borne by other corner areas, and each of the several center sections bearing different indicia differing from the indicia borne by the other center sections, but the indicia of the different center sections being the same as, respectively, the indicia of the several corner areas, respectively, the triangle, in which the spaces of a center section are arranged, being inverted with reference to the triangle, in which the spaces of the corner area, which bears the same indicia, are arranged, the base of the triangle of each center section being parallel to the base of the triangle of the corner area which bears the same indicia, and the spaces constituting the apices of the two triangles which bear the same indicia being remote from one another, and a plurality of gamepieces for playing a game on said gameboard, said gamepieces being divided into as many sets as there are corner areas of the gameboard, each set of gamepieces bearing the same indicia but the different sets of gamepieces bearing indicia differing, respectively, from the indicia borne by the other sets of gamepieces, and the indicia of the several sets of gamepieces being, respectively, the same as the indicia borne by the several corner areas, respectively.

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