

J. GREENE.

GAME.

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1,061,173.

Patented May 6, 1913.

2 SHEETS—SHEET 1.

FIG. 2.

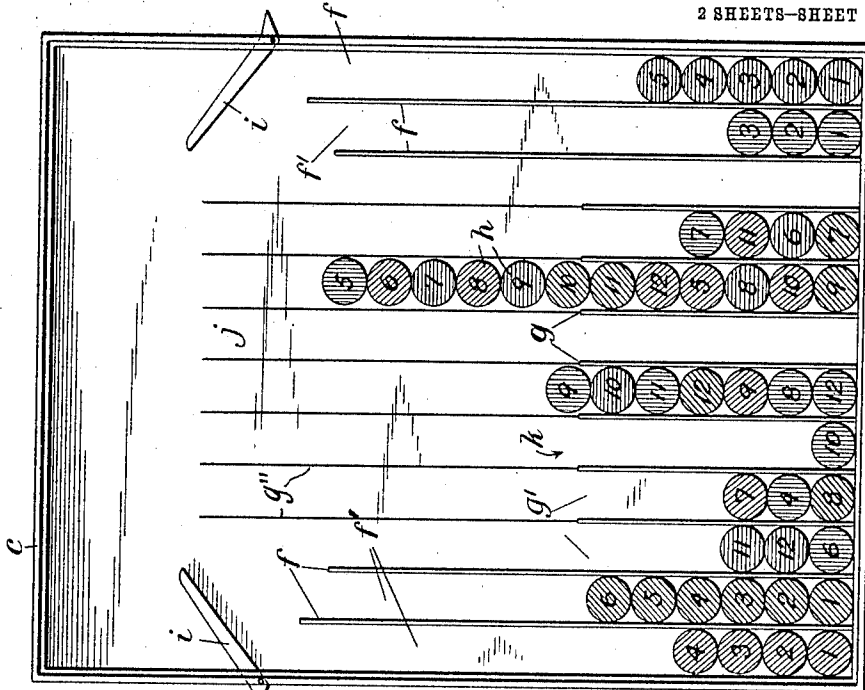
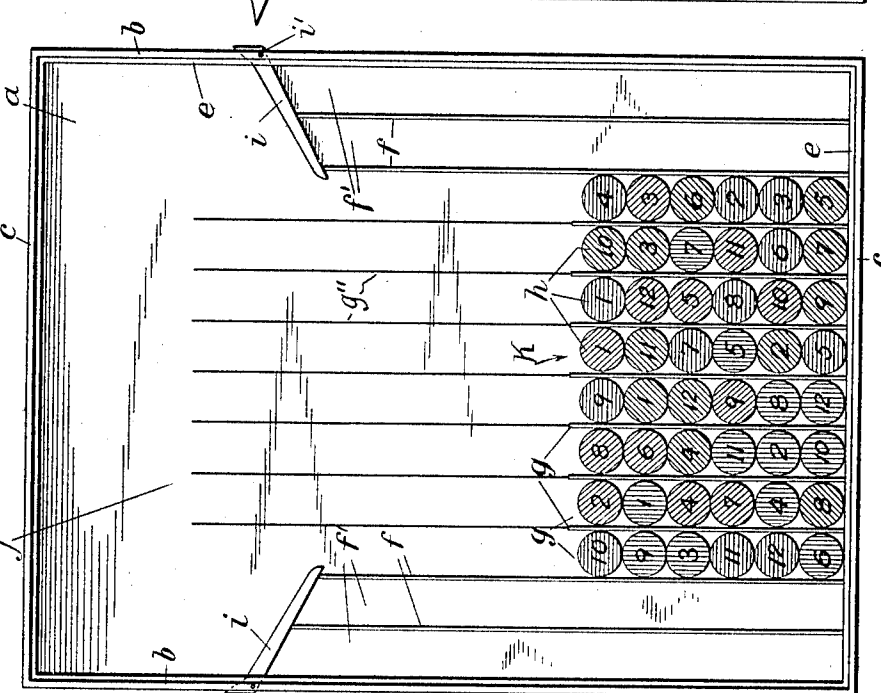


FIG. 1.



WITNESSES

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GAME.

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To all whom it may concern:

Be it known that I, JOHN GREENE, a citizen of the United States, and a resident of Salt Lake City, in the county of Salt Lake and State of Utah, have invented a new and Improved Game, of which the following is a full, clear, and exact description.

This invention relates to game apparatus and has particular reference to this character of apparatus in making use of a board having a plurality of grooves or channels and a plurality of movable members or disks arranged in a number of sets of different colors.

For a full understanding of the invention reference is to be had to the accompanying drawings forming a part of this specification in which like characters of reference indicate corresponding parts in all the views, and in which—

Figure 1 is a plan view of the invention showing the parts in one possible position ready for the solution of the game to be begun, the cover of the box being removed; Fig. 2 is a similar view showing the parts in the position which they may assume after the solution has been partially completed; Fig. 3 shows the same in the final position or with the disks in the position aimed at in the solution or completion of the game; Fig. 4 is a longitudinal section of the box, with the cover in place, on the line 4—4 of Fig. 3; Fig. 5 is a transverse section of the same on the line 5—5 of Fig. 3; and Fig. 6 is a diagram indicating the colors of the several sets of disks.

The term "disks" herein used for convenience of description of the movable parts or men is to be interpreted as being broad enough to cover any form or construction of such devices, and the colors suggested for the same may be varied as desired, the essential being that the several sets of disks should bear distinguishing colors.

More specifically described, the game apparatus comprises a comparatively flat box having a smooth flat bottom *a*, side walls *b*, end walls *c* and a top *d*. The side and end walls are preferably rabbeted as shown at *e* so as to make a reliable seat for the top.

The interior of the box is divided longitudinally into a plurality of parallel sections which extend from one end thereof toward the other end. The manner of dividing said space or interior of the box which I prefer to employ is shown in the drawings as com-

prising a series of ribs preferably arranged as follows. The ribs *f* being two in number at each side of the box extend from the end thereof approximately two-thirds of the distance toward the other end. In addition to the ribs *f* there are provided a series of shorter ribs *g* extending from the same end toward the other end but stopping short of the length of the ribs *f*. All of the ribs are preferably equally spaced from one another and from the sides of the box to accommodate the disks *h* of which there are employed in this instance four sets of twelve each, the disks of each set being consecutively numbered 1 to 12, and the four sets being distinguished by characteristic colors. The length of the ribs *f* and their arrangement with respect to the sides of the box are such as to accommodate all of the disks in the grooves *f'* thereof, as shown in Fig. 3. The length of the short ribs *g* is such as to provide accommodation for all of the disks therein in eight channels or grooves *g'*, as shown in Fig. 1.

A pair of gates *i* extend through the sides *b* of the box and are pivoted therein at *i'*, the longer portions of the gates extending within the box and in one position they serve to guard the grooves *f'*. The outer and shorter ends of the gates are adapted to be engaged by the operator's fingers, whereby he may hold the gates in their closed position while manipulating the box preparatory to the operation of the game. The interior of the box should be but slightly deeper than the thickness of the disks and the height of the ribs *f* and *g* should be sufficient to cause the disks to be properly guided into the several grooves as intended.

With the apparatus constructed and arranged as above described, the operation of the game may be briefly described substantially as follows: With the top *d* in place and so held by the operator's thumbs and with one of the fingers of each hand applied to the respective gates, the disks when located in the open space or field *j* of the box may be caused to fill the grooves *g'* or spaces between the ribs *g* upon holding the box in a vertical or substantially vertical position and tilting it laterally several times in succession. The arrangement of the gates *i*, as shown in Fig. 1, is such as to cause the disks to be directed over and away from the open ends of the grooves *f'*. It will, of course, be understood that the disks will all be placed

in the box right side up, and when so placed and the top being held in place, the disks may be caused to occupy the field *j* upon tilting the field end of the box downwardly, and any disks which may occupy the grooves *f'* will cause the gates *i* to swing open, or said gates may be opened by the use of the fingers, if necessary.

With the disks located as suggested in Fig. 1, the box lying flat upon a table, the top removed and the gates *i* swung open, the object of the game is to move the disks one at a time so that they will fill the spaces *f'* in numerical order beginning at 1 of each set and each groove being filled by only one color, as shown in Fig. 3. In the beginning, if one or more disks numbered 1 appear at the top of the columns *g'*, they may be moved directly to the bottoms of the grooves *f'*. If any 2, then, of the corresponding color be free to be moved it may be so moved directly in order upon the disk numbered 1 of the same color. If, however, no disk may be moved directly from a groove *g'* to its home in a groove *f'*, any disks in the pit *k* comprising the set of grooves *g'* may be shifted from its groove into any other groove in the pit provided that it may be placed adjacent any disk of any color of the next higher denomination. In other words, the shifting of the disks in the pit may be performed freely from one groove to another, one disk at a time, so long as the columns so formed will have the disks arranged in a distinct numerical order, as shown in Fig. 2. Should it be impossible at any time to move either to the home grooves *f'* or to shift from one groove to another in the pit *k* within the terms of the rules, the game must be started over; that is to say, the top must be replaced and the disks driven into the field *j* and reshuffled and assembled in the pit.

From what has been stated in the foregoing description, it will be understood that the several parts of the game may be variously formed as to materials or design, and that the directions for playing may be enlarged or varied in an almost indefinite number of details without departing from the spirit of the invention hereinafter claimed.

As shown in the drawings, the series of stripes *g''* may be marked upon the bottom of the game board, each stripe being a continuation of a rib *g*. The purpose of these stripes is to facilitate the arrangement of the disks in rows or columns when such rows or columns extend upwardly beyond the ribs, as indicated in Fig. 2, otherwise the columns of disks might be irregular and render it more difficult in some cases to satisfactorily manipulate the disks. The stripes, however, do

not interfere in any way with the free sliding movement of the disks across the bottom of the field, as above set forth.

Having thus described my invention, I claim as new and desire to secure by Letters Patent:

1. The herein described game apparatus comprising a box, the interior of which comprises a series of parallel grooves arranged in sets and a field; the grooves of one set constituting a pit, a plurality of disks within the box and shiftable therein, and a plurality of guides serving to guard certain of the grooves so that the disks may not enter therein.

2. The herein described game apparatus comprising a flat box, a plurality of ribs extending longitudinally therein from one end toward the other, said ribs being of different lengths, the longer ribs being arranged adjacent the sides of the box, a plurality of disks within the box and of a thickness substantially equivalent to the depth of the inner space thereof, and means controllable from the exterior of the box to prevent the disks from passing between the ribs comprising the longer set of ribs.

3. In a game apparatus, the combination of a flat box, means within the box forming the interior space into a plurality of parallel grooves extending from one end of the box toward the other, certain of said grooves being shorter than the remaining grooves and constituting a pit, a plurality of disks approximating in thickness the depth of the interior of the box and freely shiftable along the bottom of the box, and movable means controllable from the exterior of the box to cause the disks to occupy said pit and fill the grooves pertaining thereto.

4. The herein described game apparatus comprising a flat box, a plurality of ribs within the box extending parallel to one another from one end thereof toward the other end, certain of said ribs adjacent the sides of the box being longer than the others and forming home grooves, the other of said ribs constituting a pit, a series of differently colored sets of disks within the box and shiftable freely along the bottom thereof, one set of disks being adapted to each of said home grooves, and means controllable from the outside of the box to direct the disks away from the home grooves and into the pit preparatory to the operation of the game.

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

JOHN GREENE.

Witnesses:

J. L. PERKES,

M. N. RATHBONE.