Sept. 15, 1925. 1,553,611

J. R. HARRISON

GAME BOARD

Filed Dec. 13, 1924

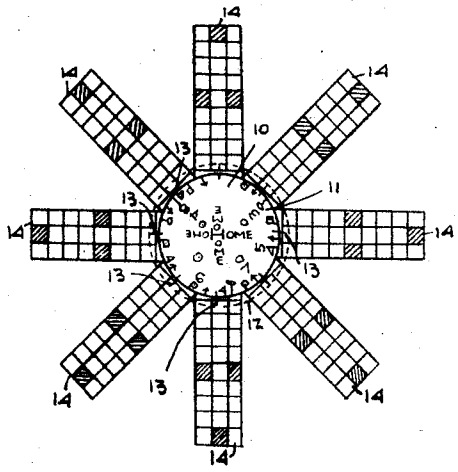


FIG. 1

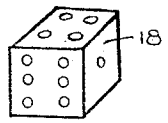


FIG. 5



FIG 4

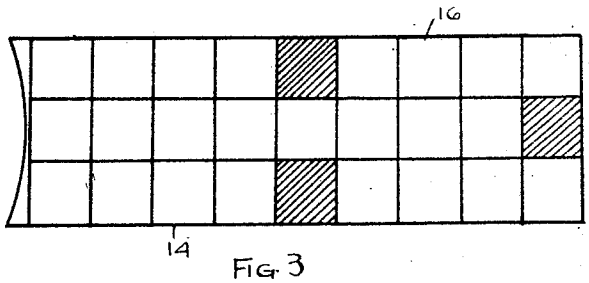


FIG. 3



FIG. 6



FIG. 2.

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UNITED STATES PATENT OFFICE.

JOHN RICHARD HARRISON, OF VERDUN, QUEBEC, CANADA.

GAME BOARD.

Application filed December 13, 1924. Serial No. 755,696.

To all whom it may concern:

Be it known that I, JOHN RICHARD HARRISON, a subject of the King of Great Britain, and residing at Verdun, in the Province of Quebec, in the Dominion of Canada, have invented a new and useful Game Board, of which the following is the specificatin.

The invention relates to a game board as described in the present specification and illustrated in the accompanying drawings that form part of the same.

The invention consists essentially of the novel features of construction pointed out broadly and specifically in the claims for novelty following a description containing an explanation in detail of an acceptable form of the invention.

The objects of the invention are to furnish for the amusement of the general public a game that will be easily understood and adapted to carry the interest of the players throughout the progress of the game; to bring forth a game board that will be compact in form and be applicable for indoor entertainment; to furnish a construction that will enable the number of players to be varied at will; to supply a game that will be a source of fun and pleasure to both young and old, and generally to provide a game that will be cheap to manufacture, durable in construction and attractive in appearance.

In the drawings Figure 1 is a plan elevation of the game board.

Figure 2 is a cross sectional view of the game board as shown in Figure 1.

Figure 3 is a plan view of one of the wings for the game board.

Figure 4 is a view of a playing piece.

Figure 5 is a view of dice.

Figure 6 is a longitudinal section of the wing.

Like numerals of reference indicate corresponding parts in the various figures.

Referring to the drawings, the game board 10 is formed of a circular shaped board 11 having a tongue 12 projecting therearound. At the edge of the board at specified points the marks 13 show the positions of the players and the situation of the wings 14.

The wings 14 are rectangular in shape having one of their ends grooved at 15 which are adapted to engage with the tongue 12 of the board 11 making a close fit thereby holding the wings 14 firmly in their places, these wings being of different color and in number agreeing with the number of players.

These wings are divided into a number of squares 16 but preferably of three squares in width and nine squares in length thus forming three rows of squares in length and at various places in the squares safety zones are marked.

Each of the wings are coloured differently from one another and correspond with their own coloured pieces 17, so that in this way each player will know his own pieces, and wing by simply remembering his colour.

The dice 18 are used for making the count for the movement of the pieces.

The game is governed by a series of well defined rules that add great interest in the game and which are easily understood as for instance, when it is desired to commence the game and when two, three, four or more persons are playing, four wings are placed on to the centre board, each player taking his favourite colour and four pieces corresponding in colour to the wing taken.

The game is then ready to be started when each player takes his pieces and places them before his respective wing, the dice is then thrown by each in turn and the highest thrower is entitled to commence the game.

From this point all the players throw the dice until each in turn throws a number five upon which he places one of his pieces upon his wing on the safety square of the right outside row of the wing. When his turn for throwing the dice comes again and he throws 2 or 3 he may move his first piece on or if a 5 is disclosed another piece may be started thus when the game is well on, the interest is increased by making "barriers" on the "safety zones" by having 2 pieces of the same colour thereon and thus preventing the opponent's pieces from advancing, but care must be taken not to form a "barrier" on "safety zones" that are used as starting points by other players if they have not all their pieces out otherwise the "barrier" thus formed is broken and the pieces thereon liable to be taken off.

It is also permissible to have pieces of various colours on the same safety zone and form a "barrier" the barrier always being broken when one piece moves on. In the event of throwing a 6 it entitles the thrower to a count of twelve and enables him to throw three times but if by chance three

sixes are thrown in succession the thrower knocks off his last piece moved.

When a player has formed a barrier and throws a six, it is necessary for him to break his own barrier, but if he throws another six he counts twelve again and moves in the regular way. It is of course understood that no pieces can be knocked off if it is located on a safety zone.

In this way the game progresses forming "barriers" advancing and knocking off other pieces, each piece when knocked off, automatically returning to its own wing, necessitating it going through the same procedure as before.

When a piece has succeeded in passing around all the wings back to its own again, it goes up the centre of the wing, thence to "home" and the player who first succeeds in getting his four pieces "home" wins the game.

The rules and requiremetns may of course be changed to meet with the needs of the players.

What I claim is:—

1. In a game, a board forming the centre or home plate and individual boards or wings removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares, playing pieces, and chance means for moving the pieces in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

2. In a game, a board forming the centre or home plate and individual boards or wings having separate colours thereon differing to one another, said wings being removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares playing pieces having colours thereon corresponding with the colour of their respective wings, and chance means for moving the pieces in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

3. In a game, a board forming the centre or home plate, and individual boards or wings removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares and playing pieces adapted to be moved forwardly by throws of dice and forming a barrier when two or more of said pieces alight on one of said safety squares for other pieces coming therebehind, said pieces moving in a continuous course inwardly and outwardly in the individual boards for the complete round to the home plate.

4. In a game, a board forming the centre or home plate, and individual boards or wings removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening saftey squares, playing pieces divided into sets of four for each individual player and adapted to be placed on one of said safety squares of their respective wing upon a certain throw of a dice, said playing pieces moving in a continuous course inwardly and outwardly in the individual boards for the complete round to the home plate.

5. In a game, a board forming the centre or home plate, and individual boards or wings removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares, playing pieces movable on dice throws on said wings and forming barriers on said safety squares when in pairs or move either in same or varied colours and preventing pieces from behind from passing, said barrier being broken when one of said pieces on the barrier safety square is moved onwardly, said pieces moving in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

6. In a game, a board forming the centre or home plate, and individual boards or wings removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares, playing pieces movable on dice throws on said wings and forming barriers on said safety squares and upon certain throws of dice adapted to knock off his opponents piece and return it to its original starting point, said pieces moving in a continuous course, inwardly and outwardly on the individual boards for the complete round to the home plate.

7. In a game, a board forming the centre or homeplate, and shaped in circular formation and having a tongue projecting thereround, and individual boards or wings removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares, playing pieces and chance means for moving the pieces in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

8. In a game, a board forming the centre or home plate and having at specified points therearound registering marks thereon, and individual boards or wings removably attached to the centre board and prejecting outwardly therefrom and having corresponding registering marks and rows of plain squares and intervening safety squares, playing pieces and chance means for moving the pieces in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

9. In a game, a board forming the centre or home plate, and individual boards or wings in rectangular shapes and having at one of their ends grooves removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares, playing pieces and chance means for moving the pieces in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

10. In a game, a board forming the centre or home plate in circular formation having a tongue projecting therearound and registering marks at specified points on said centre board and above said tongue, and individual boards or wings rectangularly shaped and of the same thickness as said centre board having corresponding registering marks at one of their ends and adapted to be attached to the tongue portion of said centre board and firmly secured in contact therewith, said wings having rows of plain squares and intervening safety squares, playing pieces and chance means for moving the pieces in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

11. In a game, a board forming the centre or home plate, and individual boards or wings removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares, each of said individual boards having preferably thereon three rows of nine squares each, each row having one safety square, playing pieces and chance means for moving the pieces in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

12. In a game, a board forming the centre or home plate, and individual boards or wings removably attached to the centre board and projecting outwardly therefrom and having rows of plain squares and intervening safety squares, the safety square on the right hand row of each wing being marked as a starting point for commencing said game, playing pieces, and chance means for moving said pieces in a continuous course inwardly and outwardly on the individual boards for the complete round to the home plate.

Signed at Montreal, Canada, this 2nd day of December 1924.

JOHN RICHARD HARRISON.