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L. E. ROSS

2,039,352

GAME

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2 Sheets-Sheet 1

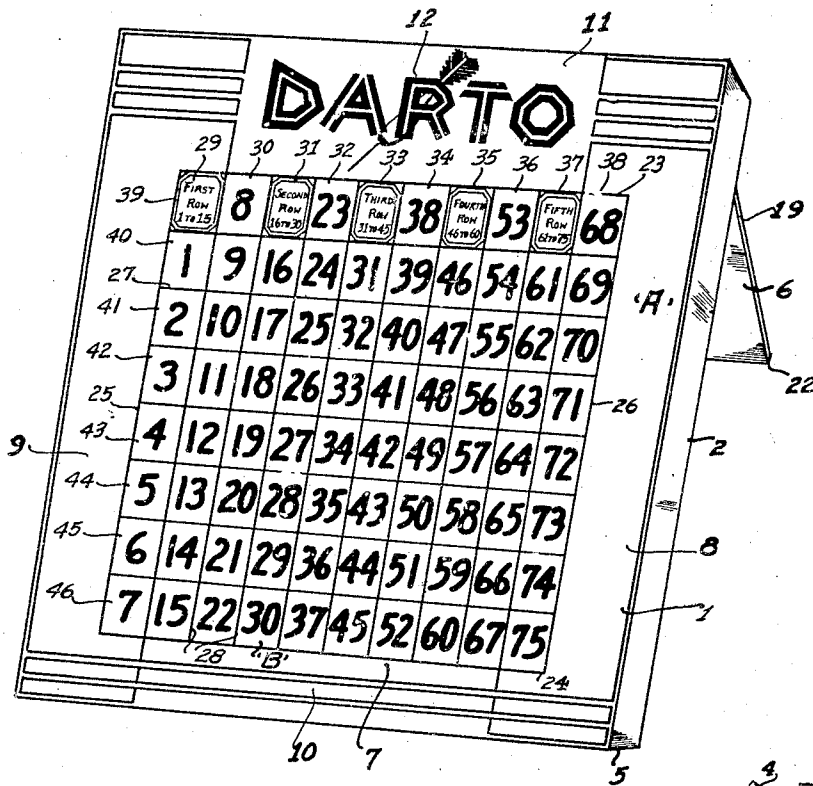


Fig. 1

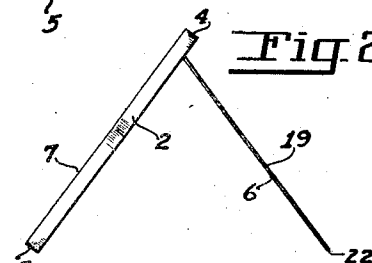


Fig. 2

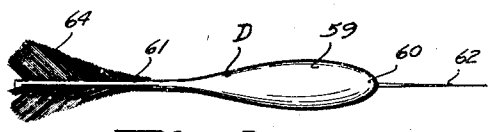


Fig. 3

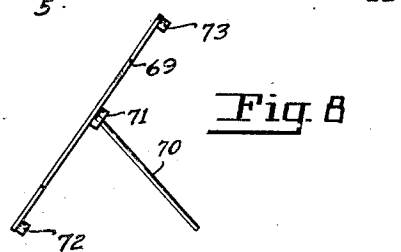


Fig. 4

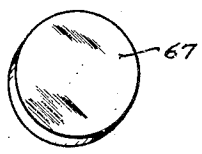


Fig. 5

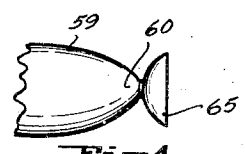


Fig. 6

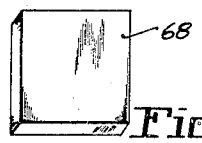


Fig. 7

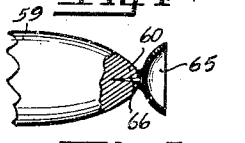


Fig. 8

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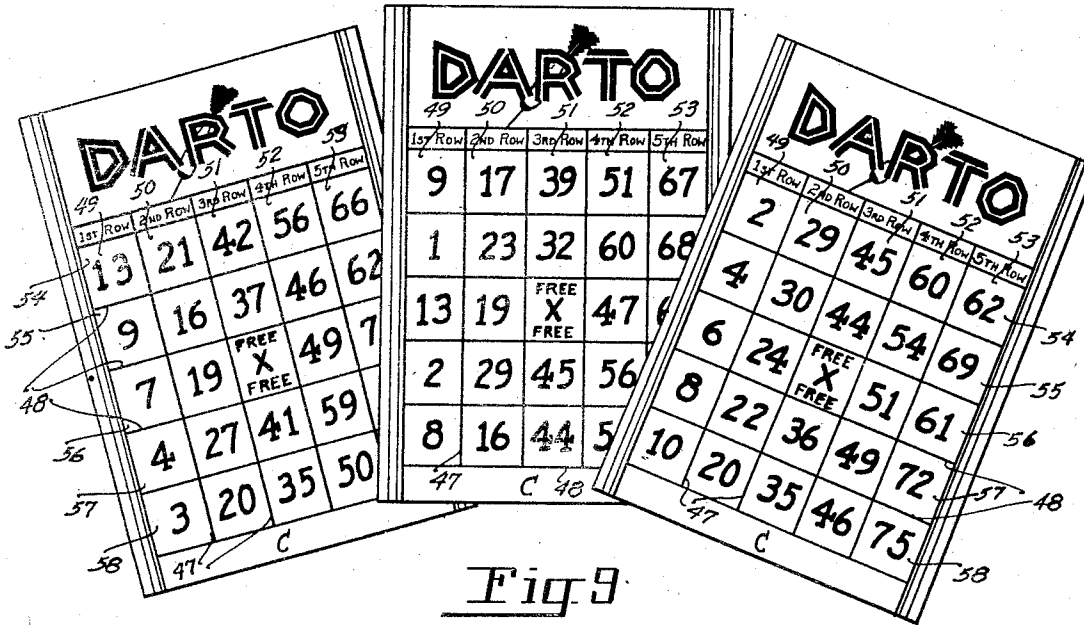


Fig. 9

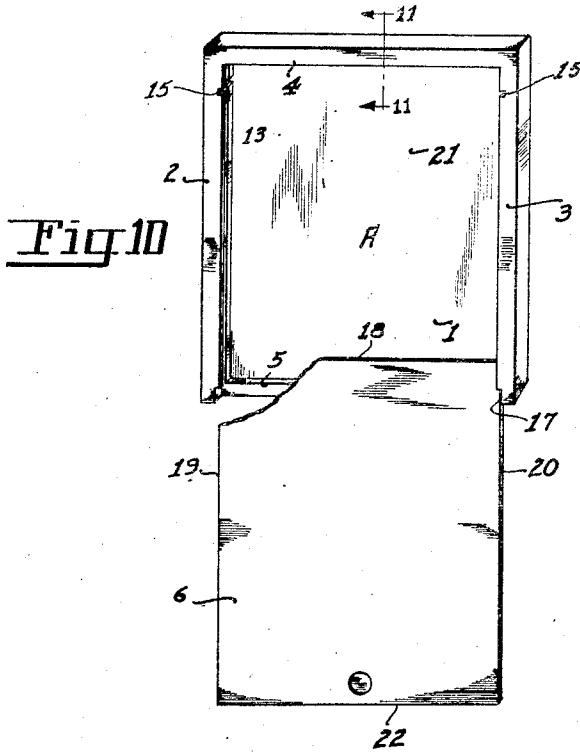


Fig. 10

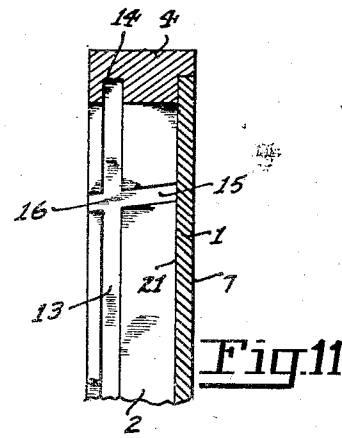


Fig. 11

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GAME

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5 Claims. (Cl. 273—102)

This invention is related to games which aim to provide amusement while at the same time permitting the players of the game to apply their skill during play. The invention particularly relates to games of the type wherein a box is used, one face of which has a game board thereon and which constitutes a playing field target having certain characters inscribed thereon, a number of cards having characters inscribed thereon which correspond to some of the characters inscribed on the game board, a number of missiles which may be thrown or otherwise propelled and directed by the players toward the playing field target of the game board, and a number of markers that may be used to cover the characters on the cards that correspond to the characters indicated by the missiles which are adapted to penetrate the surface of the game board.

The primary object of the invention is to provide a game which not only affords amusement to the players using the same, but permits the players to test their skill in throwing missiles toward a playing field target with a view of winning the game.

An equally important object of the invention is to provide a game of the character herein indicated which affords a great deal of amusement because the playing of the game does not depend solely upon chance, but permits the players to test their skill in throwing missiles toward a target and requires their use of stratagem and sound judgment in determining at what portion of the playing field target they desire to direct the missiles in order for them to obtain the most desirable sequence of characters so that they can win the game.

An important object of the invention is to provide a game of the nature herein indicated wherein the game board upon which the playing field target is located is actually the base of a receptacle in which the cards, missiles and markers used in playing the game may be stored, when the game is not in use, and wherein the receptacle has a multiple of functions among which is its use as a playing field for dice games of the well known type.

Another object of the invention is to provide a game of the character indicated which embodies a receptacle the base of which is used as the playing field target, the interior of which may be used for a playing field for dice games of the well known type, and for storing the articles used in playing the game, and the cover or lid of which is used as an easel back or support as well as a base for placing thereon a checkered field to play

the games of checkers or chess and/or placing thereon a backgammon field to play the game of backgammon.

The present invention also comprehends the creation of a game which requires the combined use of several articles in order to be played properly, but which is comparatively simple, durable, attractive, compact and inexpensive, and which may be readily assembled for play and disassembled with equal facility.

The foregoing and other objects in view, and the means for their attainment, will become apparent as the nature of the invention is better understood from the following detailed description, taken in connection with the accompanying drawings, illustrating by way of example only, one embodiment by which the invention may be realized, and in which:

Figure 1 is a perspective, front view of a box constructed in accordance with my invention, showing the box in preferred playing position and graphically indicating, in perspective, the playing field target, embodying my invention, inscribed upon one face of the box.

Figure 2 is a side view of the structure shown in Figure 1.

Figure 3 is a plan view of a missile used in playing the game embodying my invention.

Figure 4 is a fragmentary, side view of a missile embodying a slight modification of the missile shown in Figure 3.

Figure 5 is a fragmentary, side view, partially in section, of the missile shown in Figure 4.

Figure 6 illustrates, in perspective, a marker, a relatively large number of which are employed in playing the game of the character herein indicated.

Figure 7 illustrates, in perspective, a marker, embodying a slightly modified form of construction from the marker shown in Figure 6, but which may also be effectively used in playing the game.

Figure 8 is a side view of a game board, the construction of which is slightly modified from the construction shown in Figures 1 and 2, but which may be used with equal effectiveness in playing the game.

Figure 9 is a plan view of a number of cards embodying a portion of the invention and which have inscribed thereon distinguishing characteristics that correspond in some instances to the characteristics inscribed on the playing field target.

Figure 10 is a perspective, rear view of the box illustrated in Figures 1 and 2 showing the

interior construction thereof, and showing the relationship of the cover to the rest of the box structure, the cover being removable for the purpose of using it as an easel back or support.

5 Figure 11 is a fragmentary, sectional, side view of a portion of the box, taken on line 11-11 of Figure 10, looking in the direction indicated.

10 Corresponding and like parts are referred to in the following description and indicated in all the views of the drawings by the same reference characters.

In order to put the invention into practice, I construct a shallow box, generally designated 15 by reference character A. The box is composed of base 1, side walls 2 and 3, upper wall 4, bottom wall 5 and cover 6. The box may be constructed of any material suitable for the purposes herein set forth. However, it has been 20 found that wood of the type which may be easily penetrated by a sharply pointed missile produces the best results and, therefore, is preferable. While the size, shape and contour of the box does not enter into the invention, still 25 because of practical considerations, it is considered advantageous to make the box quadrangular in shape preferably in the form of a square, and of a size which will afford portability and compactness. A playing field target, 30 generally designated by reference character B, is inscribed upon surface 7 of base 1. The size and shape of the playing field target is dependent upon the size and shape of the surface upon which it is inscribed and is generally square in 35 shape. A more detailed description of the playing field target will shortly follow. The playing field target B is placed upon surface 7 so that it is spaced from the edges of the box A, thus providing spaces 8, 9, 10, and 11. By this arrangement, the player does not run the hazard of 40 missing the playing field target and causing the sharply pointed missile to hit at some undesirable place. The spaces also lend themselves to ornamentation and for the inscription thereon 45 of rules for playing the game or placing thereon a trade-mark as is indicated by reference numeral 12. Side walls 2 and 3 have grooves 13 running longitudinally thereof and top wall 4 has groove 14 running longitudinally thereof and 50 which is in registerable alignment with the ends of grooves 13 of side walls 2 and 3. Grooves 15 are transversely disposed within and near the top of side walls 2 and 3 at a slightly inclined angle and intersect grooves 13 as shown at 16. 55 Cover 6 slides within grooves 13 as shown at 17 and when the cover completely encloses the interior of the box A, the top edge 18 of the cover 6 enters into groove 14 of the top wall 4. When it is desired to use the cover 6 as an easel support, as graphically shown in Figures 1 and 2, 60 sides 19 and 20 are placed within grooves 15 so that the top edge 18 contacts the inner surface 21 of the base 1. When the box is thus assembled and the lower edge 22 of the cover 6 65 contacts a supporting surface, the box will assume the inclined position shown in Figures 1 and 2 which is desirable for the proper playing of the game. It is well at this time to state that the game can also be played by placing the 70 box, designated by reference character A, flat on a supporting surface, such as a floor, with the playing field target up and with the players grouped around the box, thus giving a greater number of persons an opportunity to play the 75 game.

The cover 6 may also be used as a support for a checkered field to play the games of checkers or chess thereon and/or as a support for a backgammon field.

The playing field target designated by reference character B is circumscribed by parallel 5 horizontal lines 23 and 24 and by parallel vertical lines 25 and 26; and is divided into squares, similar to those on the well known type of "checker board", by a plurality of parallel 10 horizontal lines 27 and by a plurality of parallel vertical lines 28. In this manner, there are formed vertical columns 29, 30, 31, 32, 33, 34, 35, 36, 37 and 38 and horizontal columns 39, 40, 41, 42, 43, 44, 45 and 46. 15

The first square of vertical column 29 is used to designate the fact that the squares in the vertical columns 29 and 30 contain numbers 1 to 15 inclusive; the first square in vertical column 31 is used to designate the fact that the squares 20 in the vertical columns 31 and 32 contain numbers 16 to 30 inclusive; the first square in vertical column 33 is used to designate the fact that the squares in the vertical columns 33 and 34 25 contain numbers 31 to 45 inclusive; the first square in vertical column 35 is used to designate the fact that the squares in the vertical columns 35 and 36 contain numbers 46 to 60 inclusive; and the first square in vertical column 37 is used to 30 designate the fact that the squares in the vertical columns 37 and 38 contain numbers 61 to 75 inclusive. Thus, it will be seen that there are placed on the playing field target, in consecutive 35 sequence, numbers 1 to 75, beginning at the top of vertical column 29 and going downwardly in said column and finishing at the bottom of vertical column 38, as graphically indicated in Figure 1. Of course, the same numbers may be placed, in 40 consecutive sequence, horizontally on the playing field target without in any way affecting the operation of the game.

In order to play the game embodying my invention, it is necessary to use cards of the type 45 illustrated in Figure 9 wherein there is shown three cards. This disclosure does not mean that only three cards are required to play the game. Actually as many cards may be used as there are individuals desiring to play the game and room 50 enough around the box for everyone to be able to hit the playing field target. The cards, generally designated by reference character C, are constructed of a flat and stiff material, such as cardboard and may be ornamented. Each of the 55 cards, designated by reference character C, is divided into a plurality of squares by a plurality of vertical lines 47 and by a plurality of horizontal lines 48, thus forming vertical columns 49, 50, 51, 52, and 53 and horizontal columns 54, 55, 56, 57, and 58. Column 49 is designated on the 60 card as first row, column 50 as second row, column 52 as fourth row and column 53 as fifth row.

The squares in the vertical column 49 have a random series of numbers placed therein selected from numbers 1 to 15 inclusive found in vertical 65 columns 29 and 30 of the playing field target; the squares in vertical column 50 have a random series of numbers therein selected from numbers 16 to 30 inclusive found in vertical columns 31 to 32 of the playing field target; the squares in the vertical column 51 have a random series of 70 numbers therein which are selected from numbers 31 to 45 inclusive found in vertical columns 33 and 34 of the playing field target; the squares in vertical column 52 have a random series of numbers selected from numbers 46 to 60 inclusive 75

found in the vertical columns 35 and 36 of the playing field target; and the squares in vertical column 53 have a random series of numbers which are selected from numbers 61 to 75 inclusive found in the vertical columns 37 and 38 of the playing field target. It should be noted that the third square of vertical column 51 is marked as a free square, although the game may be played without leaving a free square on the cards.

10 An important instrument of the game is the missile, designated generally by reference character D, which may be of any type, provided it is capable of being retained upon or within the playing field target B, when thrown by hand or projected by an instrument. A dart, as shown 15 in Figure 3, has been found to be the best type of missile for the purposes of playing the herein described game. The dart consists of a streamlined body 59, having a head 60 and a tail 61. A sharply pointed metallic spear 62 is fixedly secured within the head 60 and directional elements, such as feather barbs 64 are secured to the tail 61. The foregoing construction results in the production of a missile which is capable of 20 being directed by hand or instrument with relative accuracy toward the target so that the sharply pointed spear can penetrate the wood and thus hold the dart against the playing field target. While the above construction is preferable, the same may be modified by attaching to the head 60 of the body 59 a cup shaped resilient element 65 made of rubber and secured to the head 60 in any well known manner, such as by driving a sharply pointed element 66 into the head 35 60. The cup shaped element, when the same contacts the playing field target, displaces the air within itself and thereby retains the missile against the playing field target.

The invention also includes the use of a plurality of markers, one type of which is illustrated in Figure 6 and consists of a member 67 which may be of cardboard, celluloid, wood, cork or any other suitable material and may be of any configuration and color, provided that they are constructed so that they do not cover more than the area of one of the squares on the cards designated by reference character C. Figure 7 illustrates another type of marker 6 showing a different configuration and which may be used instead of the type of marker shown in Figure 6. It is well to note that "checkers" of the well known type may be used as markers without in any way affecting the playing of the game.

The effective use of the box A may be extended 55 by using the inner surface 21 of base 1 as a playing field for dice games of the well known type. It is also obvious that no additional receptacle is necessary to be employed in storing the darts, cards and markers, as the box may be used for 60 such purposes.

A slightly modified form of the member for holding the playing field target is shown in Figure 8, wherein the body 69, which contains the playing field target, is supported in inclined position by stem 70. Stem 70 is removably secured within a block 71 that has a recess therein adapted to frictionally engage the stem 70. In order to reinforce the member 69 so that it may receive sharply pointed missiles without being unduly vibrated, there is secured to said member reinforcing strips 72 and 73. This also permits the body 69 to be placed flatly on a supporting surface with the playing field target up and the stem 70 removed, so that the players may be 75 grouped around the playing field target.

It will thus be seen that there is herein described game apparatus in which the several features of this invention are embodied and which, in its action, attains the various objects of the invention and is well suited to meet the requirements of practical use. 5

Having pointed out in detail the advantages and capabilities of the present invention, it is well to exemplify the manner of playing the game. The main object of the game resides in throwing 10 missiles, such as darts, at the playing field target with a view of hitting squares containing numbers corresponding to the numbers on the cards. Each player seeks to hit with the darts those squares on the playing field target which 15 contain the numbers that correspond to the numbers appearing on the card in the possession of the player. The aim of each player is to be the first one to successfully hit five numbers on the playing field target which not only correspond 20 to five numbers on his card, but which also lie in a row in either horizontal, vertical or diagonal direction. This, of course, does not mean that a player cannot take advantage of any number struck on the target by another player which 25 corresponds to the numbers on his card. If another player unintentionally hits a square on the target which contains some other player's number, the other player may take advantage of this and mark that number as if he himself had succeeded in striking that square and number. 30 When a player succeeds in darting a number on the playing field target, or when some other player hits a number on the playing field target which appears on the card of the first mentioned player, that player marks each of those numbers on the card with the markers heretofore described. 35

Referring now to Figure 9, let it be assumed that player 1 is the holder of the card at the left; that player 2 is the holder of the center 40 card; and that player 3 is the holder of the card at the right. To start the game, each of the players places a marker on the square marked "Free". Player 1 then throws a dart toward the playing field target, heretofore described and 45 graphically shown in Figure 1, with the desire of hitting any of the numbers surrounding the square marked "Free". Suppose he aims at the number 19 which appears on his card and he successfully hits that number, he then places a 50 marker on his card covering that number. Player 2 would also place a marker on his card covering number 19 because that number also appears on his card. Suppose, however, player 1 failed to use a fair amount of skill and hits the number 29 55 on the playing field target. In that case, he would not be able to mark any number on his card, but players 2 and 3 would each be able to place a marker over the number 29 on their respective cards, since that number appears on 60 their cards. Player 2 is the next person to throw a dart. If we assume that player 1 did hit number 19 and player 2 had covered that number on his card, player 2 would use good judgment, if he sought to strike the numbers 13 or 47 on 65 the playing field target, and, if he were successful in striking number 47 he would cover that number on his card with a marker. He would then have three numbers in a row in a horizontal relationship covered leaving him two more numbers to cover before he could declare himself the 70 winner. Player 3 is the next person to throw a dart. Player 3 would seek to hit any number surrounding the square marked "Free". If he were successful in hitting number 49, he would 75

then cover that number on his card. The game continues until one player has succeeded in covering five squares on his card in a row, in either a horizontal, vertical or diagonal direction. Let it be further assumed that player 3 is the most accurate and skillful player and has been directly instrumental in hitting, on the playing field target the numbers 2, 30 and 75 and that player 1 is directly instrumental in hitting the number 49, player 3 would then be the first to successfully cover five numbers on his card which lie in a row in a diagonal direction, and, would therefore, be declared the winner of the game.

The game can be played by other rules without detracting from the usefulness of the invention. Therefore, the example of play set forth herein is not to be assumed as a limitation on the use of the invention, since it is capable of many uses not specifically related herein.

The present invention resides in the combination of various elements, arrangement of parts and in the detail of construction heretofore described. Undoubtedly, some changes in the precise embodiment of the invention may be made by those skilled in the art without departing from the scope and spirit of the invention. It is, therefore, intended that all matters contained in the above description or shown in the accompanying drawings shall be interpreted as illustrative and not in a limiting sense.

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

1. In a game of the class described, a playing field target consisting of a frame having a plurality of squares in which a series of numbers are inscribed, means for supporting said playing field target in an inclined position, a plurality of cards, each of said cards having a group of numbers inscribed thereon in pre-determined relation and corresponding to at least some of the numbers on the playing field target, missiles adapted for being thrown at the playing field target, and markers to be placed upon said cards to cover the numbers which correspond to the numbers struck on the playing field target by the missiles.

2. A game of the class described comprising a box having a playing field target thereon composed of a plurality of vertical and horizontal columns forming a plurality of spaces, each of said spaces having a number therein, a cover for the said box, said cover adapted to act as an easel support for the box, when the playing field target is positioned for play, a plurality of cards, each of said cards being divided into a plurality of vertical and horizontal columns forming a plurality of spaces, each of said spaces having a number therein which corresponds to some number on the playing field target, a plurality of missiles adapted for being thrown at the playing field target, and a plurality of markers to be placed upon those numbers on said cards which the missiles strike upon the playing field target.

3. Game apparatus of the class described comprising a box having a playing field target thereon having a plurality of rows of spaces, each space bearing a number therein, but the alternate spaces of the top row being distinguished from the other spaces by not having numbers therein, and said numbers being in consecutive sequence, a plurality of cards having a plurality of rows of spaces, each space having a number therein, but the central space on each of said cards being distinguished from the other spaces by not hav-

ing a number therein, a plurality of darts capable of being thrown at the playing field target, and a plurality of markers to be placed over those numbers on the cards which the darts hit, when they are thrown at the playing field target, one of said markers being first placed upon the central space not having a number therein.

4. A game of the character described comprising a box having a base, sides, top and bottom walls, said side walls having transverse grooves therein to permit the use of the cover as an easel support for said box, a playing field target inscribed on the outside surface of the base, said playing field target comprising a plurality of squares having a sequence of consecutive numbers therein, but the alternate squares of the top row of squares having other distinguishing characteristics, a plurality of cards adapted for use in conjunction with the playing field target, each of said cards having a plurality of vertical and horizontal columns forming a plurality of spaces, each space, except the central space, having a number therein which corresponds to at least some of the numbers on the playing field target, a plurality of darts capable of being thrown at the playing field target, and a plurality of markers for covering the numbers on the cards which correspond to the numbers struck on the playing field target by the darts.

5. A game of the character described comprising a box having a base, sides, top and bottom walls, said side walls having transverse grooves therein, a cover slidably disposed relative to the side walls and adapted to be used as an easel support by being removed from the side walls and being inserted within the transverse grooves, a playing field target inscribed on the outside surface of the base, said playing field target divided into a plurality of horizontal and vertical columns thereby forming a plurality of spaces, each of said squares having a number therein in consecutive sequence, but the alternate squares of the top row of squares having other distinguishing characteristics, a plurality of cards adapted for use in conjunction with the playing field target, each of said cards being divided into a plurality of vertical and horizontal columns forming a plurality of spaces thereon, the first vertical column of spaces having a random series of numbers therein which correspond to the numbers found in the first two vertical columns on the playing field target, the second vertical column of spaces having a random series of numbers therein which correspond to the numbers found in the third and fourth vertical columns on the playing field target, the third vertical column of spaces having a random series of numbers therein which correspond to the numbers found in the fifth and sixth vertical columns on the playing field target, the fourth vertical column of spaces having a random series of numbers corresponding to the numbers found in the seventh and eighth vertical columns on the playing field target, and the fifth vertical column of spaces having a random series of numbers which correspond to the numbers found in the ninth and tenth vertical columns on the playing field target, a plurality of darts capable of being thrown at the playing field target, and a plurality of markers for covering the numbers on the cards which correspond to the numbers struck on the playing field target by the darts.

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