Jan. 7, 1964 H. P. WILDE, SR 3,116,928

GAME BOARD

Filed Feb. 9, 1959

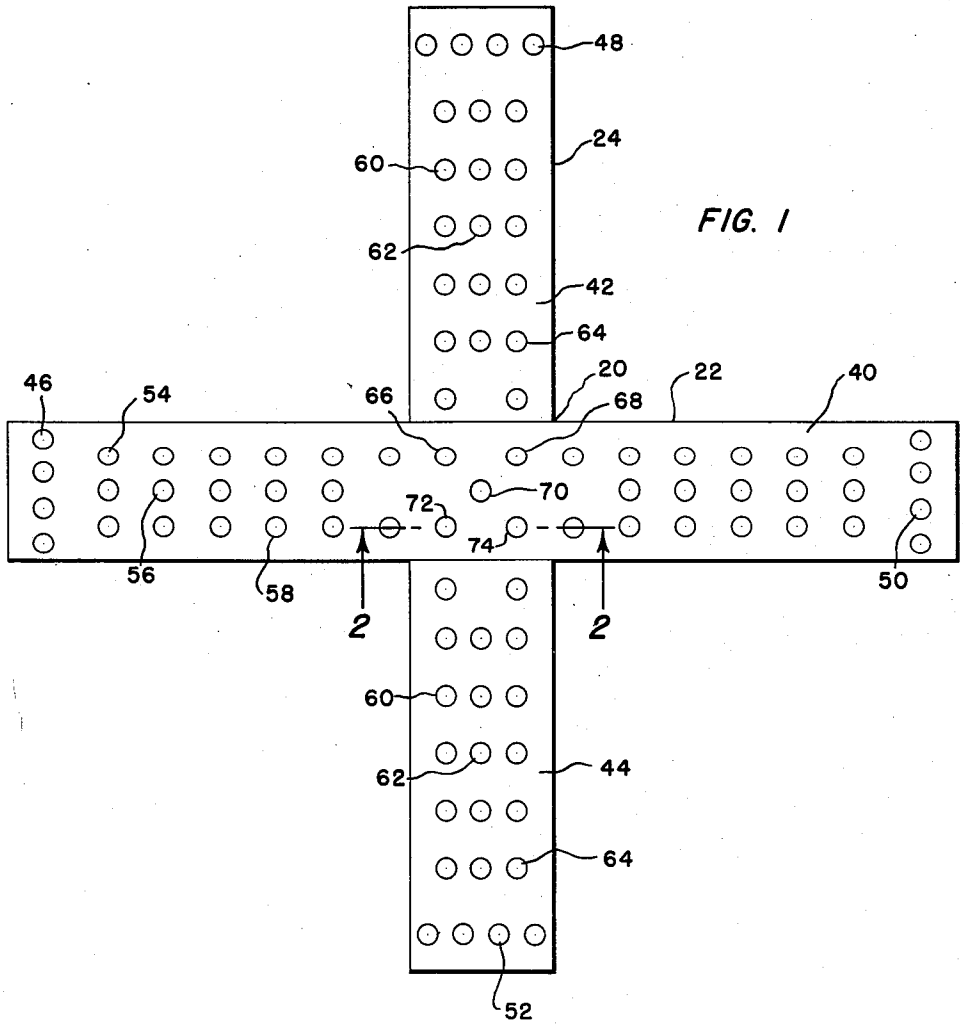


FIG. 1

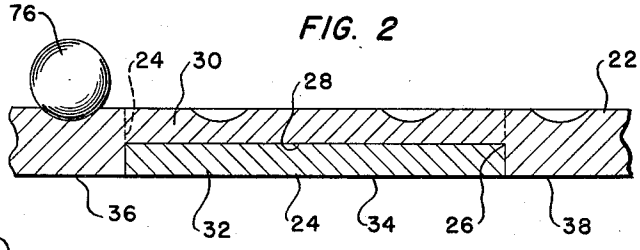


FIG. 2

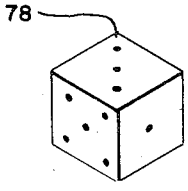


FIG. 3

INVENTOR.
HOWARD P. WILDE, SR.

BY Fulwider, Mattingly & Huntley

ATTORNEYS

United States Patent Office

3,116,928

Patented Jan. 7, 1964

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3,116,928

GAME BOARD

Howard P. Wilde, Sr., 1143 Pierce Place, Arlington, Calif.

Filed Feb. 9, 1959, Ser. No. 791,900
1 Claim. (Cl. 273—136)

The present invention relates to a game which may be played, with high interest, vexation and aggravation by two, three or four persons.

The game comprises a cross, having sockets, a plurality of game pieces, such as marbles of contrasting colors, and a die or dice.

Further objects and advantages will be apparent from the following description, reference being had to the accompanying drawings wherein a preferred embodiment of the invention is illustrated.

In the drawings:

FIG. 1 is a top plan view of the game;

FIG. 2 is a fragmentary sectional view taken on line 2—2 of FIG. 1; and

FIG. 3 is a perspective view of a die forming a part of the combination.

Referring more in detail to the drawings the game comprises a base 20 formed of two elongated strips of material which may be formed of any suitable material such as wood or plastic; one of these strips is shown at 22 and the other at 24. The under side of strip 22 is transversely kerfed as at 26 and the top side of strip 24 is transversely kerfed as at 28 to provide overlapping portions 30 and 32, respectively, the portion 30 of strip 22 overlying the portion 32 of strip 24. These cut away portions are of such degree that the entire bottom portion 34 of strip 24 and the bottom portion except for the cut-off portion 30 of strip 22, lie in the same horizontal plane. Those bottom portions of strip 22, which lie in the same plane as the bottom 34 of strip 24, are indicated at 36 and 38. Likewise the entire top portion 40 of strip 22 lies in the same plane as the top portions 42 and 44 of strip 24.

The top sides of the strips 22 and 24 are provided with a plurality of sockets for retaining game pieces in position. In one form of the invention the ends of the strips 22 and 24 are each provided with a series of sockets (herein shown as 4) and will be referred to as "home" sockets 46, 48, 50 and 52. Each of the strips is provided with a plurality of rows of sockets which extend longitudinally of the strips. The rows of sockets in strip 22 are indicated at 54, 56 and 58, and the rows of sockets in strip 24 include rows 60, 62 and 64. It will be observed that the socket 66 in row 54 is aligned with the sockets in row 60; socket 68 in row 54 is aligned with the sockets in row 64; socket 70 in row 56 is aligned with the sockets in row 62; socket 72 in row 58 is aligned with the sockets in row 60; and that socket 74 in row 58 is aligned with the sockets in row 64. This alignment is made possible by the close interfitting of the portions 32 and 30.

In playing the game the game pieces are first placed in the "home"positions. Preferably there are sixteen of these pieces, four for each player when four players are playing the game. These game pieces are in the form of marbles 76. Many games can be played with the game board or base and marbles 76. Preferably the degree of

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advancing of the marbles is controlled by throwing a die or dice, one of which is shown at 78. Some of these sockets may be penalty sockets or, for example, the socket 70 in the middle of the board may be a "safe" socket. In one form of the game a party playing the same may be penalized if his opponent throws a certain number on the die permitting the latter's advancement to a position held by the first party.

The sockets are merely for the purpose of loosely retaining the game pieces in position in which they have been placed, and while I have shown the game pieces as marbles 75, it is to be understood that the word "marbles" should be generically construed as any shape game piece which will be prevented from rolling out of position.

Preferably the strips or sections 22 and 24 are not fastened to one another except by the interfitting relationship at the kerfs. In this manner, when the game is not in use, the strips can be arranged so that they may be placed in a narrow box.

While the form of embodiment herein shown and described constitutes a preferred form, it is to be understood that other forms may be adopted falling within the scope of the claim that follows.

I claim:

A game comprising a base consisting of a cross formed of elongated sections, said sections being disposed to form the cross, one of said sections having a transverse kerf for receiving an overlying portion of the other section, said one section having a plurality of parallel and longitudinally disposed rows of sockets on both sides of the other of said sections, said other section having a transverse kerf complementing the kerf of said one section and a plurality of parallel and longitudinally disposed rows of sockets including sockets in that portion which overlies the said one section, the rows of sockets in said portion being longitudinally aligned respectively with the sockets in said one section, the kerfs being such that the bottoms of both sections lie in a common horizontal plane and the tops of both sections lie in a common horizontal plane, said sections being held in cross-shaped position when resting on a horizontal surface solely by the walls of the complementing kerfs; and marbles of contrasting colors adapted to rest in said sockets, each of said sections having, adjacent the extreme end thereof, a plurality of aligned sockets in a row extending transversely of the other rows in the respective section and each of said last mentioned sockets being in non-aligned position with respect to the rows in the respective section.

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