Nov. 29, 1932. W. K. DINGLEDINE 1,888,980

GAME

Original Filed Nov. 24, 1930

Fig. 1.

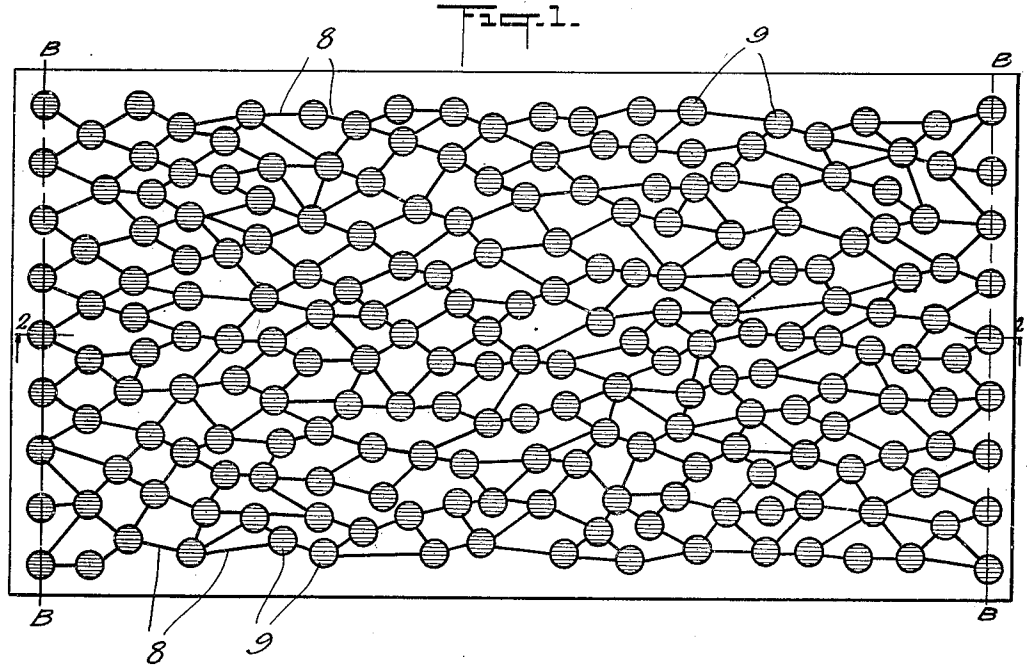


Fig. 2.

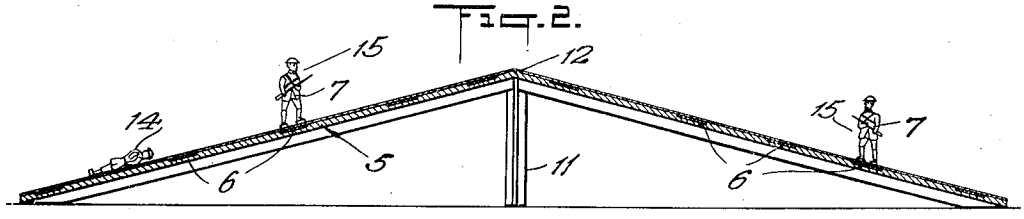


Fig. 3.

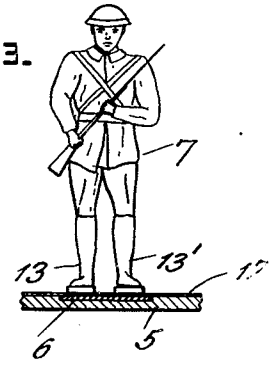
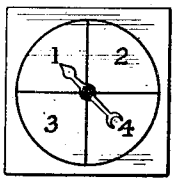


Fig. 4.



INVENTOR

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1,888,980

UNITED STATES PATENT OFFICE

WILLIAM K. DINGLEDINE, OF BROOKLYN, NEW YORK

GAME

Application filed November 24, 1930, Serial No. 497,793. Renewed October 1, 1932.

This invention relates to a game of the type in which the primary playing elements or pieces are moved at intervals over a playing board suitably constructed and marked as hereinafter described.

In games of this type the element of uncertainty is usually obtained by a means for determining by chance the number of spaces over which the respective players are allowed to move their respective pieces, such as dice, spinning arrows rotatably mounted on dials, and the like. A further element of uncertainty has been introduced sometimes by stipulating that in the event of a playing piece being moved on any of certain spaces marked on the playing board penalties or handicaps are imposed. In all such games, however, the uncertainties are clearly defined and the hazards confronting the players are at all times visible.

It is an object of this invention to provide a simple and attractive game offering in greater degree the elements of surprise and uncertainty by injecting the factor of invisible or unseen hazards. This is accomplished, as will hereinafter be described, by the use of a playing board containing concealed areas which automatically impose penalties or handicaps. It is a further object of this invention to provide such a game in a form inexpensive to manufacture, which, by appearance of the playing board, pieces and rules governing play, will realistically portray events or contests, such as military battles between men, aeroplanes, ships and the like, or a football game, racing contest, golf game and the like. Other objects and the nature of the invention will be better understood from a description of a particular embodiment illustrating the principles of the invention. In the embodiment selected for description, reference will be made to the drawings forming a part hereof, in which—

Fig. 1 is a plan view of a playing board;

Fig. 2 is a cross section through the playing board substantially along the line 2—2 in Fig. 1 and indicating a method of play;

Fig. 3 is a front view of one type of playing piece, and a cross section through a portion of the playing board; and

Fig. 4 is a plan view of one means for determining the number of moves to be made.

Referring to the embodiment shown for the purposes of illustration, the playing board shown in Figs. 1 and 2 is constructed of cardboard, wood or other non-magnetic material indicated at 5 to which magnetized steel playing pieces will not cling. Over certain portions of this playing board or inlaid therein are placed and attached by an adhesive, or other suitable means, thin pieces of iron or steel or other magnetic substance, indicated at 6, which will co-act with the magnetized playing pieces to hold them in an upright position. For such thin pieces 6 a metallic sheet with holes cut therein may be substituted. Another alternative is to make the playing board 5 of a material to which magnetized playing pieces will adhere and insulate certain areas. The purpose of so constructing the playing board is to present a playing surface having magnetic and non-magnetic areas which respectively attract and fail to attract the magnetized playing pieces. Over the entire surface, as shown in Fig. 1 and Fig. 2, is attached by a suitable adhesive or other means, a paper or cloth covering 12, which conceals the location of the magnetic and non-magnetic portions. This covering may be decorated in any desired way to represent a battlefield, football gridiron, race track, etc., and marked off in spaces or other configurations to designate the positions to be occupied by the playing pieces as they are moved in playing the game.

The playing piece 7 shown in Fig. 3 is made of steel or other magnetic material of appropriate size and magnetized, one leg 13 of the playing pieces being the north pole and the other leg 13′ the south pole of the magnet. The bottoms of the two legs are squared, so that the piece when placed adjacent a metal magnetic surface will stand erect, but when placed adjacent a wood, cardboard or other non-magnetic surface will not be attracted thereby and will not so stand erect.

In the embodiment shown for the purpose of illustration, Fig. 1 represents a battlefield and Fig. 3 a soldier. The surface of the playing board, in Fig. 1, is marked in a series of

paths 8 and spaces 9, which may be laid out in symmetrical form running at varying angles and joined to each other at different intervals. The spaces 9 are of the correct size to accommodate one of the magnetized playing pieces 7 in an upright position, as shown in Fig. 2. Directly under some of these spaces 9 is a magnetic undersurface 6, as before described, while under others is a cardboard or other non-magnetic undersurface 5, as before described. It is apparent that when a playing piece is placed on or over an insulated or non-magnetic space it will fall over, as shown (Fig. 2) at 14, and when it is placed on a magnetic space it will stand erect as shown at 15.

In playing the game normally there would be two players. Each player would place his men at the starting positions along line B—B in Fig. 1 and by spinning the arrow shown in Fig. 4, or using some other well known device, he would ascertain how many moves his men would be entitled to make. Thus, if the point of the arrow stopped at numeral 1, his men would be advanced one space. The opposing player would then do the same thing to determine the number of moves to which he would be entitled. As the pieces are thus advanced at intervals across the board, some of them would normally be obliged to stop in spaces under which there is no magnetic material. These pieces would be unable to stand erect and by the rules of the game would be removed from the board. The winning of the game would be determined by the number of pieces lost by one's opponent, or the fallen pieces would be returned to the starting point and obliged to make a new start in which latter event the winning of the game would be determined by one player first succeeding in advancing all of his men to his opponent's starting point.

Other forms of games embodying this invention may have rules imposing other penalties for stopping a playing piece over a non-magnetic area. It is apparent that many other suitable rules of play could be made for a game or games utilizing the invention claimed.

In order to better insure the pieces falling when placed on a non-magnetic space, provision is made for tilting the board at a slight angle by support in any desired direction, as for example like that shown at 11 in Fig. 2 or by a plurality of supports located at any desired points between the playing board and the table.

The foregoing description of a particular embodiment is an illustration merely and is not intended to define the limits of the invention, and I recognize that many modifications of it are practicable without departing from the spirit and scope of the invention illustrated.

For example, my invention could be embodied in a device comprising magnetized and non-magnetized concealed areas on the surface of the playing board, with magnetic playing pieces or elements.

What I claim is:

1. A game comprising one or more permanently magnetized playing pieces adapted to be moved manually by the respective players, and a board over which said pieces are movable, said board having areas of magnetic and areas of non-magnetic material.

2. A game comprising one or more permanently magnetized playing pieces and a board over which said pieces are movable, said board having areas of magnetic and areas of non-magnetic material and a means for inclining the surface of said board during play.

3. A game comprising one or more permanently magnetized playing pieces adapted to be moved manually by the respective players and a board over which said pieces are movable, said board having areas of magnetic and areas of non-magnetic material and a cover over the entire playing surface that renders said areas indistinguishable directly and indirectly by sight.

4. A game comprising one or more permanently magnetized playing pieces and a board over which said pieces are movable, said board having areas of magnetic and areas of non-magnetic material, a cover over the entire playing surface that renders said areas indistinguishable by sight and a means for inclining the surface of said board during play.

5. A game comprising one or more permanently magnetized playing pieces and a board over which said pieces are movable, said board having areas of magnetic and areas of non-magnetic material, a cover over the entire playing surface that renders said areas indistinguishable by sight, a means for inclining the surface of said board during play and a means for determining the distance on the board over which the said playing pieces are to be moved.

6. A game comprising an inclined playing surface and one or more playing pieces adapted to be moved manually over said surface, said surface having a plurality of areas to which said pieces will adhere and a plurality of areas to which said pieces will not adhere, the nature of said areas being indistinguishable directly and indirectly by sight.

7. A game comprising a playing surface and one or more playing pieces adapted to be moved manually over said surface, said surface having a plurality of areas on which said pieces will stand erect and a plurality of areas on which said pieces will not stand erect, the nature of said areas being indistinguishable directly and indirectly by sight.

8. A game comprising a playing board

having permanently magnetized and non-magnetized areas, and a playing surface superimposed on said board to render said areas indistinguishable directly and indirectly from each other by sight and one or more playing pieces capable of being attracted by said magnetized areas said playing pieces being adapted to be moved manually over said playing surface.

9. A game comprising one or more permanent magnets as playing pieces, having one extremity the north pole and the other extremity the south pole of the magnet and adapted to adhere to a magnetic surface and a board having a plurality of areas of magnetic and non-magnetic material.

10. A game comprising one or more permanent magnets as playing pieces, having one extremity the north pole and the other extremity the south pole of the magnet, adapted to adhere to a magnetic surface, a board having a plurality of areas of magnetic and non-magnetic material and a cover superimposed over said board that renders said areas indistinguishable by sight.

In testimony whereof, I have signed my name to this specification this 22nd day of November, 1930.

WILLIAM K. DINGLEDINE.