

April 26, 1927.

1,626,243

J. I. LEE

GAME

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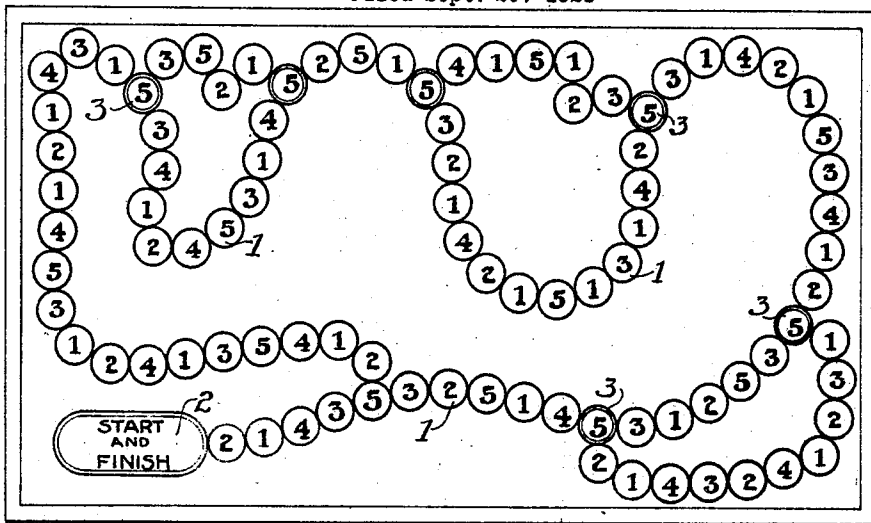


Fig. 1.

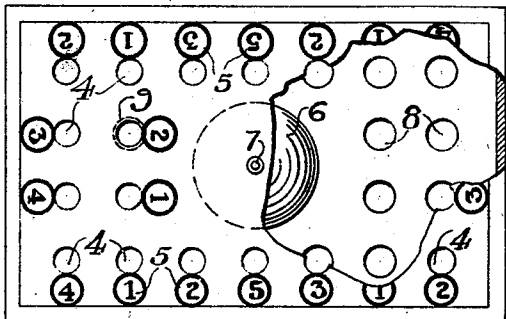


Fig. 2.



Fig. 3.

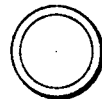


Fig. 4.



Fig. 5.

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UNITED STATES PATENT OFFICE.

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GAME.

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My invention relates to games, and it has for its object to provide a game affording amusement and interest. My invention comprises a game board with new features, together with a novel indicating device.

One form of the invention is illustrated in the accompanying drawing, in which Figure 1 is a plan view of the game board; Figure 2, a plan view of the indicating device with a portion of the top surface broken away to more clearly illustrate the interior construction; while Figure 3 is a sectional view of the indicating device. Figure 4 is an elevation view of the pawn designed to accompany the game, while Figure 5 is a sectional view of the pawn.

Referring to the drawing. On Figure 1 are a continuous series of circles 1, representing the course taken by the players' pawns. The "start and finish" point of the game is shown by 2. At certain of the circles 1, are intersecting or diverging lines of circles 3. In each of the circles, 1 and 3, is a numeral; the numerals assigned in this case being 1 to 5 inclusive.

In Figure 2, the indicating box device has a layout of "peep holes" in its top surface represented by 4. Beside each "peep hole" 4 is a circle 5, containing a numeral corresponding to the numerals shown on the game board, 1 and 3, of Figure 1. In Figures 2 and 3 is shown a small bell 6, attached to the top surface by a rivet 7. Directly beneath each "peep hole" 4 are other holes 8, in the false bottom of the indicating box.

A ball, represented by 9, is shown in Figures 2 and 3 at rest in one of the false bottom holes 8.

The indicating device is used as follows: A player shakes the indicating box, Figures 2 and 3, until the ball 9 comes into contact with the bell 6, producing a sound. Upon hearing the sound of the bell, the player places the indicating box, Figures 2 and 3, upon a flat surface, and the ball 9, continues to roll around until it comes to rest, usually in one of the holes 8. When the ball 9, has come to a stop, or rests in one of the holes 8, the player, upon looking into the "peep hole" 4, will see the ball 9, through one of these holes 4. The numeral 5, besides each "peep hole" 4, through which the ball 9 is seen at rest, gives the player the key for moving his pawn. The numeral 5, beside each "peep hole" 4, determines the extent of the move by the players pawn. For example, the ball

is seen through a "peep hole" beside which is the numeral "3". In this case the player moves his pawn from the starting point to the first numeral "3" of the circuit of numerals on the game board. On his succeeding moves, he places his pawn, on the next vacant space or circle corresponding to the numeral as shown on the indicating device. In the event the ball 9, comes to a rest, not in one of the holes 8, the player forfeits his opportunity for moving his pawn.

When a player's pawn is moved and the move brings the pawn to one of the intersecting circles 3, the player must in this case, on subsequent moves, proceed with his pawn along the longest route. When a player's pawn is moved to a circle already occupied by a pawn, he continues moving his pawn to the next vacant circle in which the numeral corresponds to the numeral shown by the indicating device. In this manner, the players, each in turn, use the indicating device; moving their pawns according to the numeral shown on the indicating device until one of the players reaches the objective by making the complete circuit to the "finish point". The first player to reach the "finish point" is declared the winner of the game.

My invention is not limited to the use of numerals as in this instance. The indicia include numerals, letters, designs, colors, symbols and other objects; and hereinafter when the word indicia is used, its scope will include the above and other distinguishing objects.

I do not confine my invention to the limits stated above in so far as it relates to details of construction, or as the same may be modified or changed within the scope of the following claims.

I claim:

1. A game apparatus including an indicating device having a bell inclosed within a box, which when shaken produces a sound by the contact of a loose ball; which ball when at rest indicates the extent of the move of a pawn on a game board with surface devised to represent a variety of moves, each move being determined by indicia corresponding to the indicia of the indicating device.

2. A game apparatus including an indicating device which gives forth a sound when shaken by the contact of a ball with a bell, together with a game board having indicia corresponding to the indicia of the

indicating device, by means of which the extent of movement of a pawn is determined.

3. A game apparatus including an indicating device by which a sound is produced when shaken by the contact of a bell and a ball; the rest point of the ball determining the extent of movement of a pawn by its adjoining indicia; which indicia corresponds to the indicia of a game board upon which the pawn is moved as indicated by the indicia of the indicating device.

4. A game outfit including an indicating device containing a sounding apparatus

which operates by shaking the device, thereby producing a sound by causing a loose ball within to make contact with a bell; the location of the ball after the contact being the means of determining the movement of a pawn on a game board with surface devised to represent various moves of the pawn, and having indicia of the indicating device corresponding to the indicia of the game board.

Signed in Washington in the District of Columbia this 20th of September 1926.

JAMES I. LEE