

Oct. 8, 1968

R. CHRISTY
GAME APPARATUS

3,404,890

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2 Sheets-Sheet 1

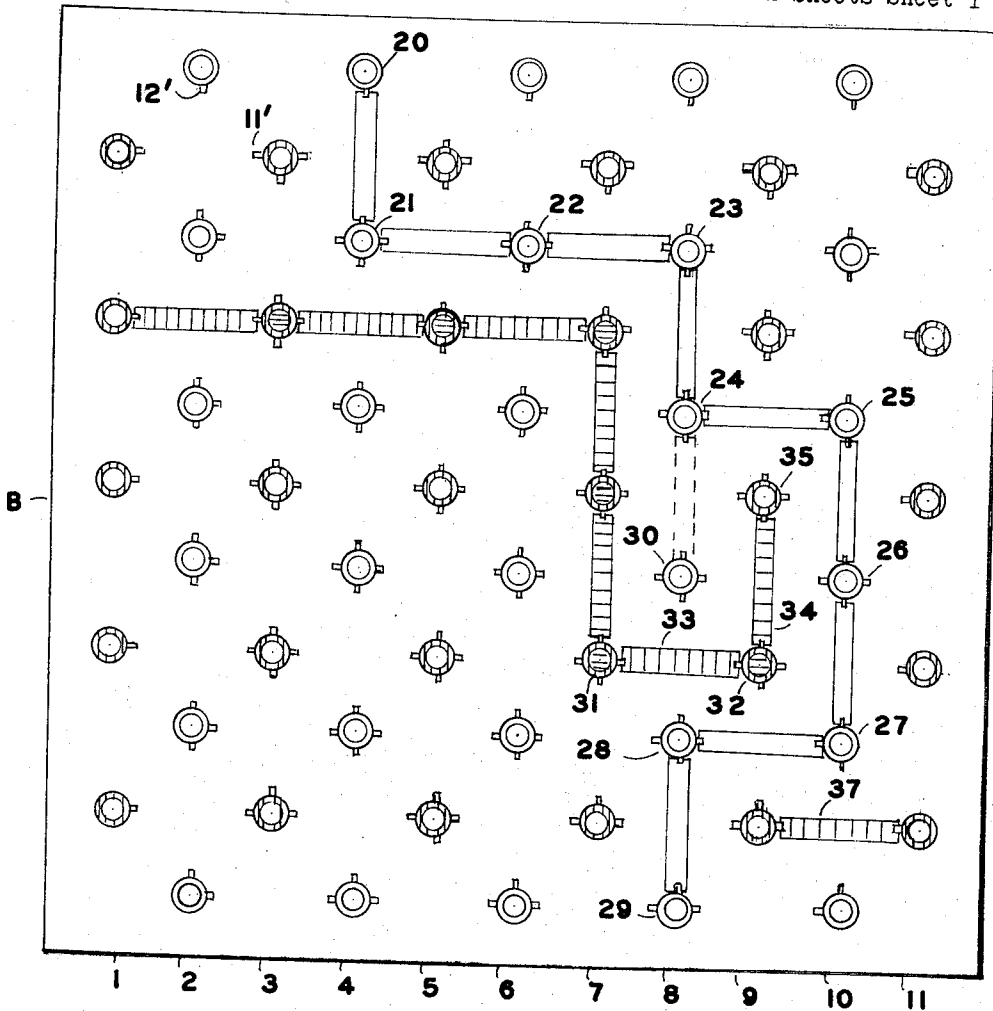


FIG 1

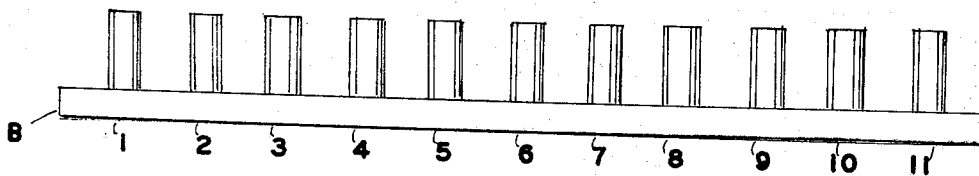


FIG 2

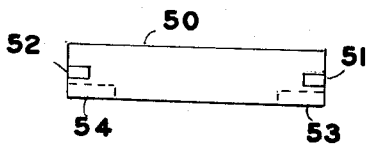


FIG 5

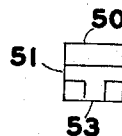


FIG 6

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2 Sheets-Sheet 2

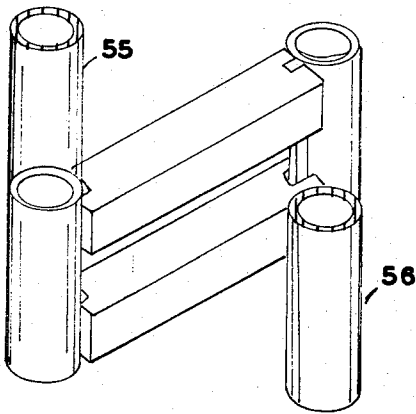


FIG 4A

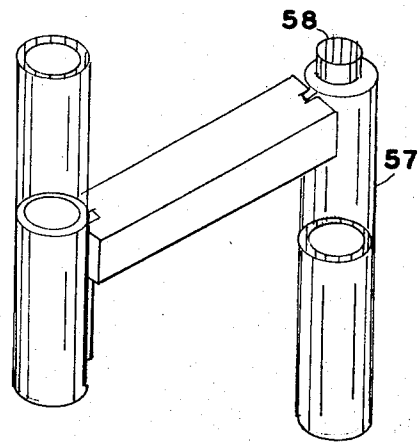


FIG 4B

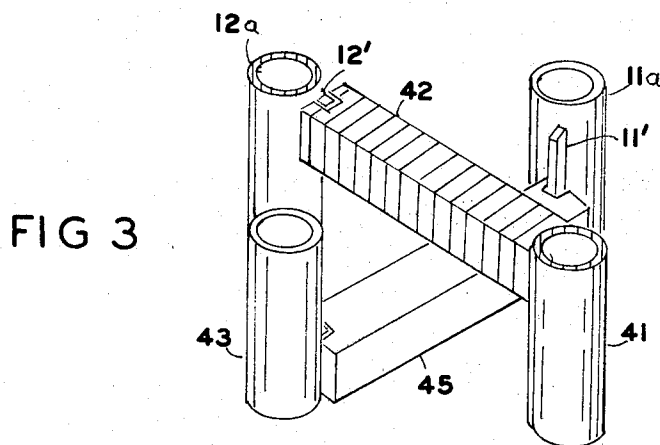


FIG 3

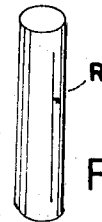


FIG 7

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ABSTRACT OF THE DISCLOSURE

Game apparatus having a flat base member having a plurality of hollow cylinder members with vertical extensions attached to the periphery thereof mounted in spaced rows, the rows being color coded. A plurality of rods are adapted to be placed inside the hollow members and a plurality of link members with Y shaped slots in their ends are adapted to connect the cylinders. Both the rods and the link members are also color coded. The idea is for the two players to select one color and form a chain across the board. The players take turns and may block the chain the opponent is trying to build in accordance with the rules.

This invention relates to game apparatus and more particularly to apparatus for playing a game involving the moving and placing of mechanical pieces or links to form a path across a board.

The invention generally comprises a flat base member and a plurality of hollow cylinder or post members or tubes mounted in spaced rows. The first row is color coded in one color, the second row is color coded in another color, etc. The members or posts of the alternating rows are offset from each other so that the configuration of the board of any four adjacent members of one color are squares and the squares formed by the different color members overlap.

A plurality of rods of two different colors are provided, said rods being adapted to be placed inside said hollow cylinder members. A plurality of link members are provided, one set of each of the two colors. The posts or cylinders have projections and the link members have slots on their ends so to be fitted in between the post members. The idea is for the two players to select one color and form an unbroken chain across the board. The players take turns and may block the chains the opponent is trying to build.

The links must be connected to posts of the same color. The rods must be used in the same color posts except they may be also used to block in the opponent's color posts.

The chains may be in upper or lower level and to accomplish this the slots and the links of the end members are arranged so that one slot extends all the way through so that the member would slide down to the bottom of the post. The link members have other slots perpendicular to the first slot extending only half way through so that this slot would rest on top of the projection of the post members and form an upper path. The players move in succession. The player may block the other players path by making appropriate moves as will be described.

Accordingly, a principal object of the invention is to provide new and improved game apparatus.

Another object of the invention is to provide new and improved game apparatus comprising a flat base member, a plurality of hollow cylinder members mounted in spaced rows on said base member, a plurality of round rods of two different colors, said round rods being adapted to be put into said hollow cylinder members, and a plurality of link members adapted to fit between said cylinder mem-

bers. These and other objects of the invention will be appar-

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ent from the following specification and drawings of which:

FIGURE 1 is a top view of the game board with several link members showing.

FIGURE 2 is a side view of the embodiment of FIGURE 1.

FIGURE 3 is a perspective detail view illustrating the operation of the game.

FIGURES 4A and 4B are detail views illustrating the operation of the game.

FIGURE 5 is a perspective view of one of the link members.

FIGURE 6 is an end view of FIGURE 5.

FIGURE 7 shows a rod member.

Referring to FIGURES 1 and 2, the game board B is a flat member which is adapted to be table mounted. Mounted on the table are a plurality of rows 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, and 11 of hollow cylindrical tube members or posts. The alternate rows are color coded in two different colors for instance, the odd number rows may be color coded Red and the even colored rows may be colored White.

Referring also to FIGURE 3, note that each post 11a, 12a, etc. has projections 11', 12', etc. Each post has one or more projections, and may have as many as four projections. The projections extend in the directions of adjacent posts of the same color. The purpose of these projections is to receive the link members. There are two sets of link members one of each color.

Referring to FIGURES 5 and 6, the link members 50 have a slot at each end which extends all the way through and a second slot perpendicular to the first slot which extends half way through. When the link members are placed between the posts so that the full slots engages the projection, then the link member will fall down to the bottom of the posts on top of the base and form a lower path. When the half slot engages the projection, then the link members remain on top of the projection and form an upper path.

Two sets of rod members R, FIGURE 7, are provided one set of each color and these rod members are adapted to fit into the hollow post. The idea of the game is to form a complete path of linked rods across the board. The Red player will use the Red pieces, and rods to form a path by connecting them to the Red posts. The White player will use the White pieces and rods and attempt to form a path across the board by connections. The players move in perpendicular direction for instance, the Red player would move down in FIGURE 1, and the White player either moves to the right or to the left of FIGURE 1. The opponent may block a player's path by extending his own pieces across the path either in the upper or lower position or by inserting his own rod in the path of the opponent in one of the opponent's hollow members. To win the game the player must complete a path to the opposite side of the board from the starting position and this path must be complete including his own members in the hollow posts in the path. There are any number of paths and various combinations of moves so that the game is not predictable but offers an element of skill and suspense.

The detailed rules are as follows:

Object

To complete an unbroken path of one color from one edge of the board to the other.

Material

Game board. A number of pieces of round rods and square rods or links in two colors.

Playing

- (1) Players select the color they want to use.
- (2) When 4 play, they play as partners against partners.

(3) Toss of coin or other agreement determines who goes first.

(4) First move can be anywhere on the board with either square links or round rods. Round rods go in a vertical tube. Square links connect the same color tubes on an upper or lower level. Square links will drop to the bottom when turned on one side and remain at the top of the tubes when placed on the other side.

(5) Players must play the same kind of piece alternately. If the first player chooses to play a round rod first, the second player must do likewise. The same rule applies when four play. The second move must then be made with a square link. Play then continues as before. The procedure is similar if the first player chooses to play a square link first. An opponent's square link cannot rest on top of one another on the lower level. Players can waive Rule 5 and play any piece at any time without restrictions. A similar but entertaining game will ensue.

(6) When a player wants to make a move on the lower level and the opponent's piece on the upper level makes this difficult, the player is permitted to remove his opponent's square link and replace it when he drops his square link in the appropriate position. The resulting position would appear as in FIGURE 3.

(7) When two play, each is allowed to "break" i.e. block with a rod, the opponent's chain or link no more than three times. When partners play the same rule applies between them.

(8) The winner is the player that can complete a path or chain of links from one edge of the board to the other. A path or chain is complete when all the tubes involved in the chain are filled, with the same color, and the square links connect the tubes on either the upper or lower level.

FIGURE 1 illustrates a path by the White player from the point at post 20 to posts 21, 22, 23, 24, 25, 26, 27, 28, and 29. The dotted lines between posts 24 and 30 show a move which was blocked by the Red member at posts 31 and 32. The Red members 33 and 34 between the posts 31, 32, and 35 and Red member 37 show where the Red player blocked the White player's progress. No rod blocks are shown in this simple illustration.

The above illustrated moves are somewhat elementary and it is seen that various other combinations and blocks could have been made so that the path would not be easy to complete. The number of pieces and moves available to each player are not limited. The requirement is that a complete path be established in the direction of motion including filling all the posts in the path. Also, paths may be partially on the upper half and partially on the lower path. There are numerous combinations of moves and strategy involved and it is noted that a player cannot hope to win if he is completely on the defensive so that he must be trying to make his own path at the same time trying to block his opponent. A block is made by a person playing his own color link across the path or by placing his color rod in one of the posts in the proposed path. The number of rod blocks are limited to three by the above rules but this number could be changed if desired.

FIGURE 3 is a detail view illustrating two Red posts 12a and 41 with a Red link 42 in the upper path and two White posts 43 and 11a with a White link 45 in the lower

path. Note that the players are proceeding in perpendicular directions.

FIGURE 4A shows how White has prevented Red from forming a chain between posts 55 and 56.

FIGURE 4B shows how Red has broken a possible chain of White by filling White posts 57 with the Red rod 58.

FIGURES 5 and 6 illustrate typical link member 50 having slots 51 and 52, one at each end and which extend all the way through the link. The member also has half slots 53 and 54 which are perpendicular to the first slots. The full slots are used in making a lower path and the half slots an upper path or block as the case may be.

Various modifications may be made by those who desire to practice the invention for instance, the connections need not be by slots or projections but other connecting means may be used. Also, the posts do not have to be cylindrical but may be made in other shapes or the posts may be solid and the use of the rods eliminated or substituted for. The game could be made for more than two levels of paths for instance, there may be an intermediate path. More than two colors could be used. Other variations and modifications will occur to those who wish to practice the invention.

I claim:

1. Game apparatus comprising:

- a flat base member,
- a plurality of hollow cylinder members mounted in spaced rows on said base member,
- a plurality of round rods of two different colors, said round rods being adapted to be put into said hollow cylinder members,
- a plurality of link members adapted to link between adjacent cylinder members,
- said cylinder members having longitudinal projections along their surface extending in the direction of adjacent cylinder members,
- said link members having slots therein adapted to fit over said projections,
- said link members having first slots one at each end extending through said link members,
- and a second set of slots one at each end, said second slots being perpendicular to said first slots and extending only half way through said link members.

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