Feb. 1, 1927. 1,615,927

C. B. ATKINSON

GAME BOARD

Filed July 3, 1925

Fig. 1

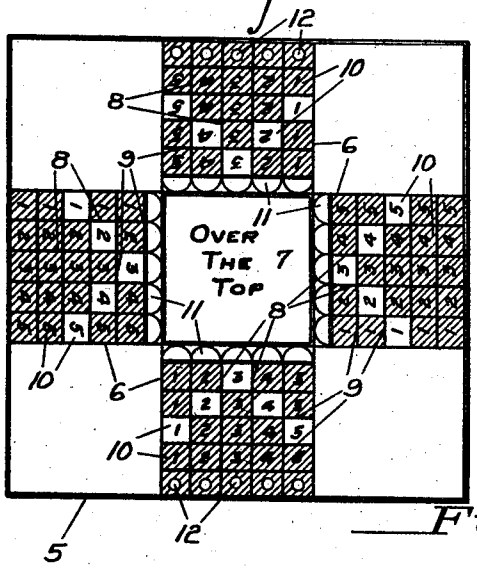


Fig. 2

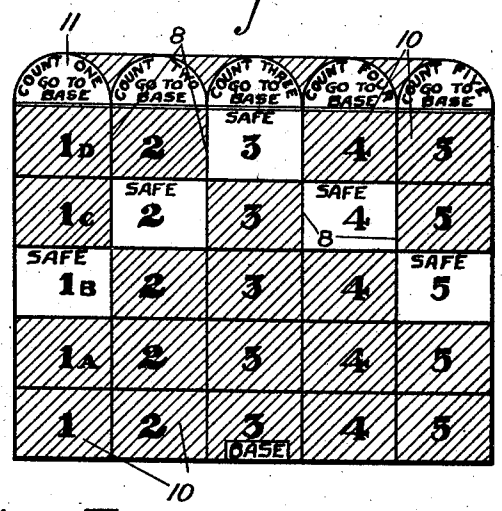


Fig. 3

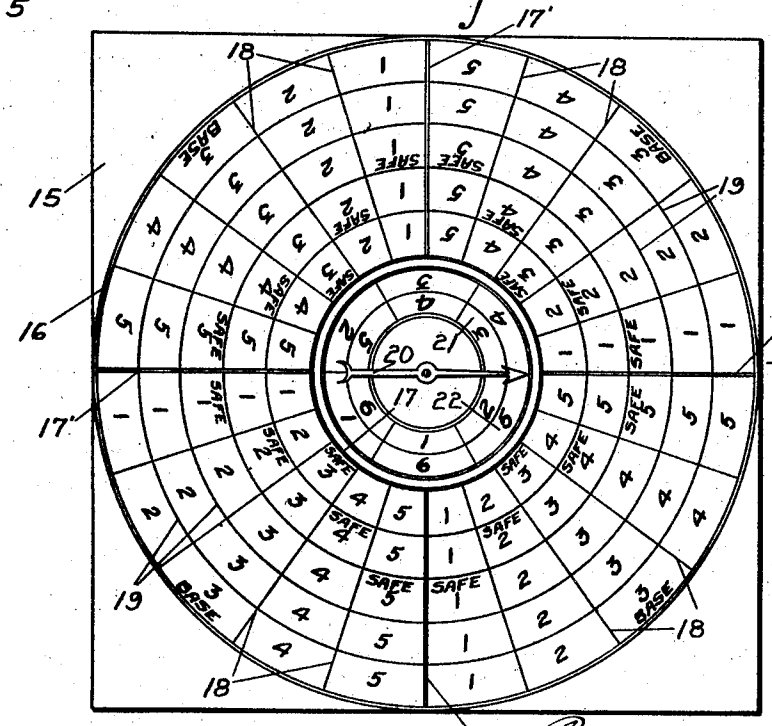


Fig. 4



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GAME BOARD.

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This present invention relates to games of the kind employing a game board and game pieces. The invention has for its object to provide a game of novel construction which may be easily understood and which may be easily and cheaply manufactured.

The invention may be readily understood by reference to the accompanying drawings, in which:

Fig. 1 is a plan view of a preferred form of the game board;

Fig. 2 is an enlarged view of one of the playing areas of Fig. 1; and

Fig. 3 is a plan view of a modified form.

Fig. 4 is a detail view of a game piece that may be used.

The board 5 may be of any suitable construction having one or more pairs of playing fields 6 thereon, the fields of each pair being opposite. In Fig. 1, I have shown a board with two pairs of fields 6, one pair being at right angles to the other, each field terminating in a common central space 7. Each one of the fields is divided by lines 8 into a plurality of columns which are numbered. Each field is divided transversely by lines 9, thereby dividing the columns into squares or sections 10. In the arrangement shown, there are five vertical columns with five sections in each column, in addition to which, there is a top section 11 at the inner end of each column. One space or section in each column is preferably designated as a "safe" zone, and the safe zones in the different columns are preferably staggered.

In playing the game, game figures such as miniature soldiers 12, as shown in Fig. 4, are preferably used. The game is played by two or four persons, each of whom has a playing field of his own. Each player has a number of soldiers 12 equal to the number of vertical columns, which in the particular game illustrated is five. Each player places a soldier at the base of each vertical column. The first player then throws a dice. If he "throws" a three, for instance, the soldier in column three is advanced one space. If he throws a four, the soldier in column four is advanced one space. If, however, he throws a six, soldiers one and five may both advance one space.

After throwing a dice one or more times, in accordance with the rules of the game, the next player is given a turn, and so on. When a soldier of one player goes "over the top", that is, into the top section of the column, the corresponding soldier of an opponent's field is considered repulsed, unless it is in a safety zone, and that soldier must go to the base and start over. One or more dice may be used.

The player first getting all of his game pieces "over the top" is the winner. Or, the game may be played in such a way that each piece going over the top scores one or more points, and the player first scoring a given number of points may be the winner. In such cases, the game pieces, after going over the top, are returned to the base and started over.

In Fig. 3, I have shown the same general plan in circular arrangement. In this figure, 15 designates a base having a circular outline 16 thereon, and within which is an inner field boundary 17 concentric therewith. Four heavy lines 17′ divide the circular area into four playing fields, and each of these is sub-divided into columns by radial lines or sections by concentric lines 19. These spaces or sections are arranged and used similarly to the arrangement shown in Figs. 1 and 2.

Instead of using dice for scoring, a spinner may be used. In Fig. 2, I have shown a pivoted pointer or spinner 20 mounted at the center of the board. This spinner is adapted to travel over divided circles 21 and 22. In the divisions of each of the circles are a series of numerals of the desired value, preferably from one to six, corresponding with the values on the six dice faces, and the numerals in one circle are arranged differently from those in the other, so that the pointer may not simultaneously indicate two like numerals.

Various detail changes and modifications may obviously be made in the arrangement illustrated within the contemplation of the invention and under the scope of the appended claims.

I claim as my invention:

1. A game including a base having a pair of spaced apart opposed field areas thereon, each of said field areas being divided into vertical columns, and each column subdivided into a plurality of sections, numerical designations for each column, one section of each column being designated a safety zone, and a game piece for each column.

2. A game including a base having a plurality of playing fields thereon directed toward a common central area, a plurality of columns in each field leading toward the central area, each column being subdivided into sections and being designated to distinguish it from other columns of the same field, a section of each column being designated a safety zone, and a game piece for each of the several columns.

In testimony whereof I hereunto affix my signature.

CHARLES B. ATKINSON.