June 8, 1937. C. F. SHAFFER 2,082,983

GAME

Filed March 28, 1934 2 Sheets-Sheet 1

Fig. 1.

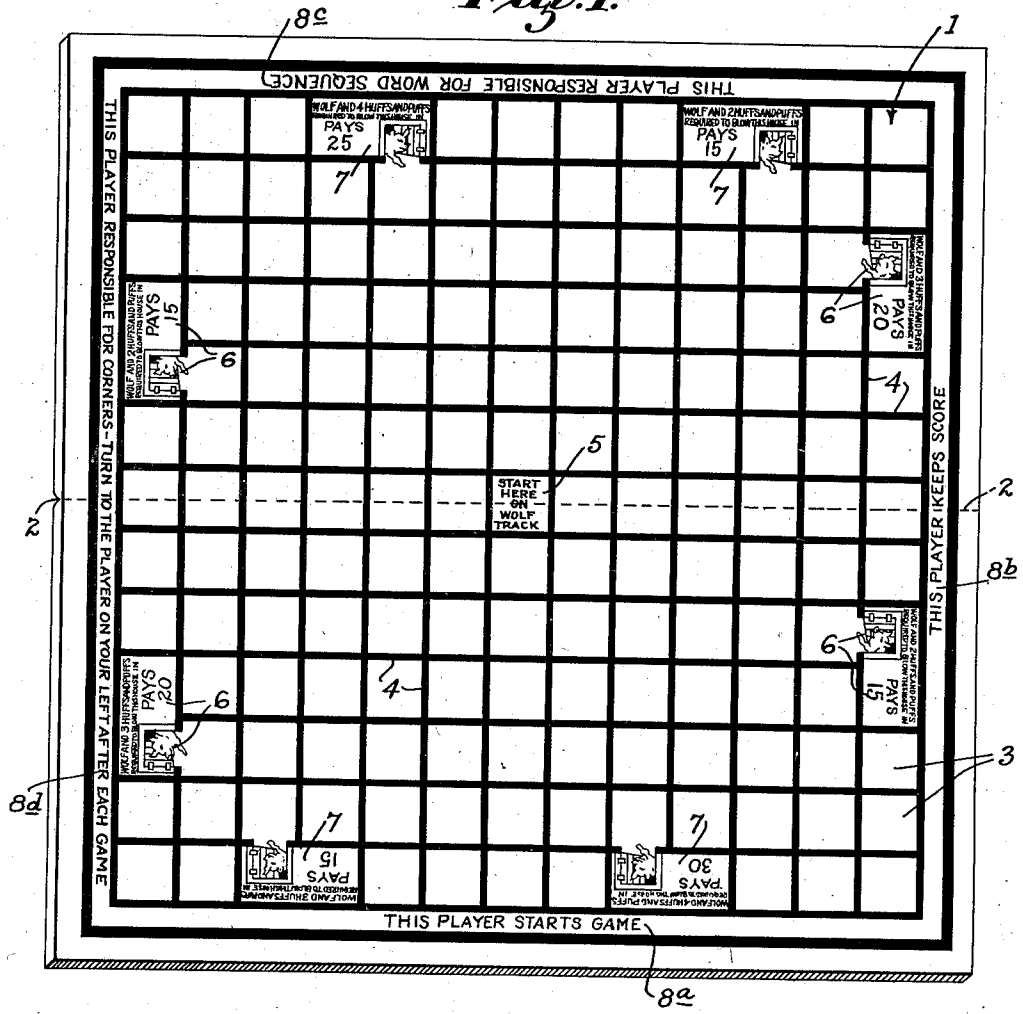


Fig. 2.

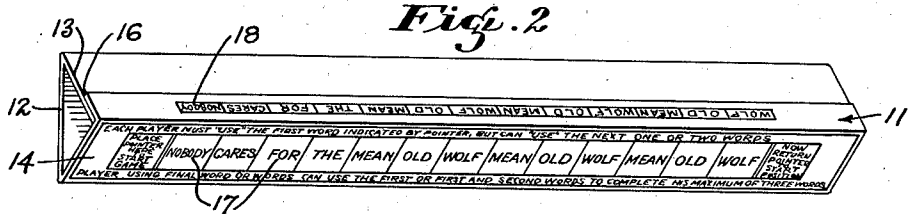


Fig. 3.

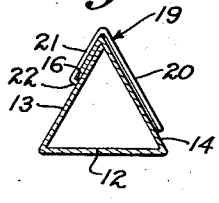
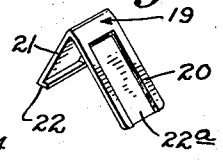


Fig. 4.



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Fig. 8.

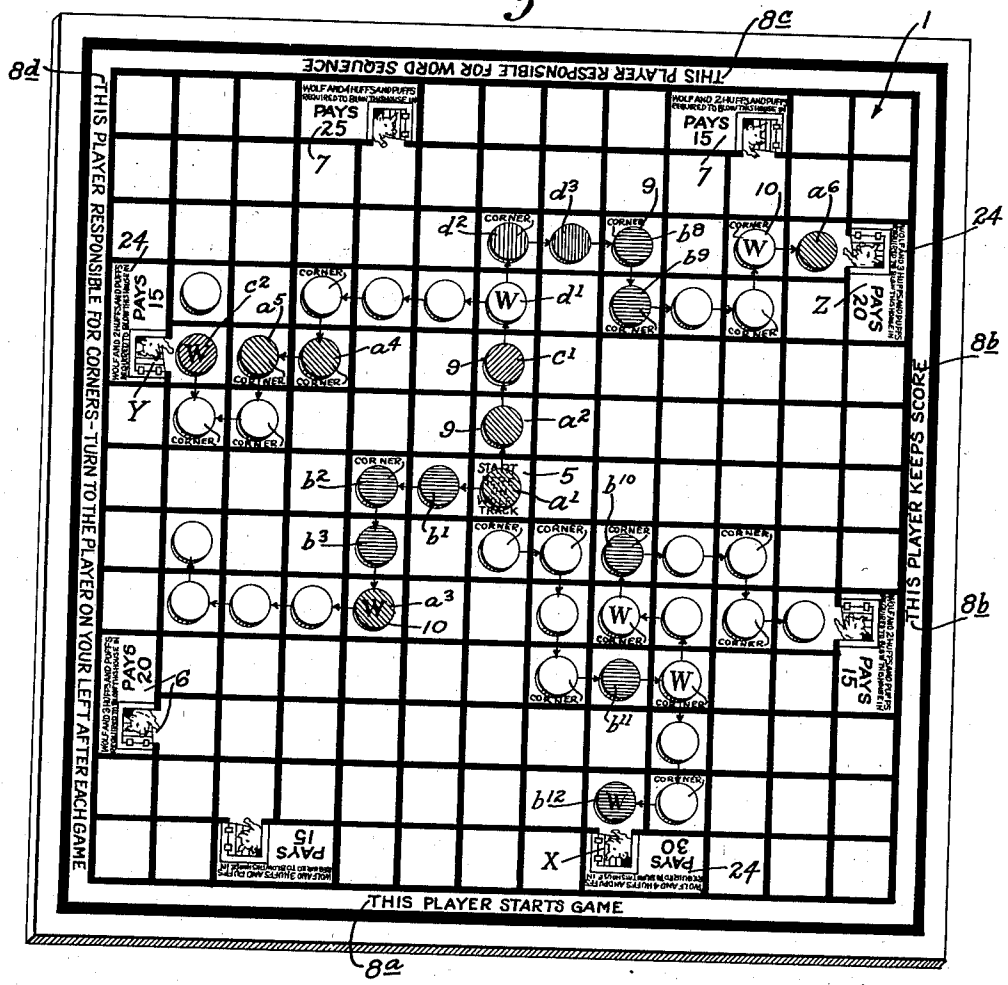


Fig. 6.



Fig. 7.



Fig. 5.

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GAME

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7 Claims. (Cl. 273—131)

This invention relates to improvements in game apparatus and particularly apparatus for that class of games which are played upon a playing board in which there are means provided for indicating a definite sequence of plays to be made. Among the objects of the invention are to provide apparatus for a game, the playing of which involves the thought and skill of the player; to provide a game in which tokens are played upon a board according to a definite sequence of characters on an indicator of plays; to provide a game in which an indicator is employed having a definite sequence of symbols thereon continually visible to the players and in which the plays to be made are not dependent upon chance, such as the drawing of cards, the whirling of a spinner, or the casting of dice.

Among other objects are to provide, in combination with a game board, an indicator for plays to be made which is readily and easily visible to the players of the game and on which are a definite series of characters indicating the plays which must be made; to provide, in combination with such an indicator and game board, a movable pointer or finger member by which the successive plays of the players may be visibly indicated.

With the foregoing and other objects in view the invention consists in the novel construction and combination of parts hereinafter described, illustrated in the accompanying drawings, and pointed out in the claims hereto appended; it being understood that various changes in the form, proportion and size, number of parts and minor details of construction within the scope of the appended claims may be resorted to without departing from the spirit or sacrificing any of the advantages of the invention.

To more clearly comprehend the invention reference is directed to the accompanying drawings wherein:—

Fig. 1 is a perspective of a game board.

Fig. 2 is a perspective of an indicator for plays.

Fig. 3 is a vertical cross-section on line III—III of Fig. 5.

Fig. 4 is a perspective of pointer or finger member shown mounted on the indicator of Figs. 3 and 5.

Fig. 5 is a perspective of indicator device with the pointer or finger of Fig. 4 mounted thereon.

Fig. 6 is a perspective of one type of playing token.

Fig. 7 is a perspective of another type of playing token.

Fig. 8 is a perspective of the game board of Fig. 1 with playing tokens thereon indicating the manner of play.

Referring to the drawings wherein like characters of reference designate corresponding parts, 1 indicates generally a game board, preferably square and which may be provided of any desired thickness and preferably formed of such material as to form a rigid playing body which may be, if desired, divided into two parts and have foldable connection in any suitable well-known manner along line 2. The board is divided into sections 3, preferably rectangular as shown, separated by distinctly marked lines 4 on the playing face of the board. A starting point 5 is provided on the face of the board, preferably centrally thereof in one of the sections 3, and other of the sections are indicated as ports 6 which it is the object to reach by the playing of the game. Preferably, the ports 6, when reached or captured during the playing of the game, have varying numerical values relative to each other, and if desired each port may have a plurality of values, one value which will apply uniformly to each and all of the ports alike and another value which may be arbitrarily indicated for that particular port as instanced by the numerals indicated 7 in the perspective ports of Fig. 1.

Around the margin of the playing board are printed instructions prescribing duties for each particular player, these instructions being indicated at 8^a, 8^b, 8^c, and 8^d, and one instruction bearing the notation that the board shall be turned to the left after each game so that the various prescribed duties shall be changed from player to player after each game. Playing pieces or tokens as shown in Figs. 6 and 7 are provided and are of different types or characteristics and as herein exemplified consist of the plain or ordinary tokens 9, and special or symbol tokens 10, the special or symbol tokens, 10, having a "W" imprinted thereon, by way of example and not by way of limitation to that particular symbol which is employed in this example to correspond with the word "wolf" on an indicator to be hereafter described; likewise, the plain or ordinary tokens 9 which do not bear special distinguishing matter correspond to all other characters on the indicator which do not correspond with the special or symbol tokens. The tokens or playing pieces are provided in a plurality for each player, the tokens of the respective players being distinguished by a dissimilarity of color, design, or other suitable distinguishing means. Each player receives a set of tokens, all distinguished in the same manner, as by a certain color, and among each set of

tokens there are plain or ordinary tokens and special or symbol tokens. It has been found from experience that twenty of the ordinary tokens and five of the symbol tokens are sufficient for each player, but with variations of the game other numbers of tokens may be employed.

An indicator, generally indicated **11**, is provided, and as herein exemplified, comprises a novel elongated structure triangular in vertical cross-section and provided with a bottom **12**, a rear wall **13**, and front wall **14**, the indicator structure preferably being formed of semi-rigid material and folded upon itself to a triangular shape in vertical cross-section with a lip or flap **15** which is a continuation of the front wall bent over and adhering to the rear wall **13** providing a ridge or shoulder **16** of the thickness of the material. This structure provides an indicator having a front or view face of the front wall **14** readily and easily visible to each of the players, it being intended that the indicator may be placed adjacent the playing board On the face of the front wall, **14**, of the indicator **11** there are provided a certain definite sequence of characters of any suitable type, and preferably of some easily remembered well-known slogan or lines of a poem, though other characters may be used such as names of flowers and the like. In the present instance, and by way of example merely, the characters employed on the face or front wall **14** are "Nobody cares for the mean old wolf, mean old wolf, mean old wolf", the characters being preferably separated into sections with one character in each section; and, as indicated at **17**, these characters may be repeated on the rear or reverse face of the indicator as indicated at **18** for convenience of the player who manipulates a pointer or finger member **19** which is adapted to slide along the top of the indicator and which is here shown as an angle member having a face wall **20**, a rear wall **21**, and an inwardly turned flange **22**, the latter of which being adapted to slidably engage the shoulder **16** when the pointer **19** is mounted upon the indicator **11**. Preferably the pointer **19** is of slightly resilient material so as to form a frictional slidable grip on the indicator, an indentation or recess, 22^a, of relatively shallow depth being formed in the face wall **20** to provide a small degree of tension at the angle of the pointer so as to hold the flange **20** in slidable engagement with the shoulder **16**.

The manner of playing the game is as follows:—

A set or series of the tokens, **9** and **10**, having the same distinguishing characteristics, such as uniformity of color, are given to each player and the pointer **19** is placed over the first section of the indicator as shown at **23**. The player at the legend 8^a starts the play and he has the option of playing a predetermined definite maximum number of characters on the indicator. For example, if the rules of playing provide that the predetermined maximum number of plays should be three, this player may play the first three words "nobody cares for" but he has the option of playing any less number than three if he so desires. For instance, having elected to play two characters or words he places an ordinary token a^1 at the starting section **5** and in the next adjoining section, as at a^2. The player at the legend 8^c would manipulate the pointer **19** up to the word, "for" so that the next player in turn, preferably to the left of the original player, would then have the opportunity to play the next three successive words, "for the mean", and he elects to play all three of the words by the ordinary tokens b^1, b^2, and b^3. The pointer **19** is then moved up to the word "old" and the next player in turn has the option of playing the three words "old wolf mean", and since it is an object to retain the special or symbol tokens, this player elects to play only one token and places it at c^1. The pointer **19** is then moved up to the word "wolf" and this symbol corresponds with the character on the special or symbol tokens so that the player is not allowed to play an ordinary token but must play one of the special or symbol tokens **10** which he plays at d^1, and in addition he elects to play the two additional words "mean old" which he plays at d^2 and d^3. The pointer is then moved up to the second occurrence of the word "wolf" and the next player is required to play a special or symbol token, and since it is again the turn of the first player he plays his special or symbol token at a^3. The play is continuous in adjoining sections of the board, but the direction of the line of play may be turned so as to provide a corner, but after the direction of the line of play has been turned, the corner cannot receive additional plays in other directions, unless that corner happens to be a special or symbol token in which event the play may be continued therefrom in any direction. For a better understanding of the game the corners in Fig. 8 have been indicated by the legend "corner".

The object of the game is to capture the ports **6** on any side of the board other than that adjacent the player, the ports having two separate and distinct values. In order to capture the port for one or the first of the values the player must play a symbol token at the door of the port as at c^2 and at b^{12}; but to capture the port for its other or second value, the player must meet the requirements of that particular port indicated thereon, as by the legend **24**. It may happen that in order to prevent an opponent from gaining the first value, a player has played an ordinary token at the door of the port as indicated a^6 at port Z, in which event that port is blockaded so far as the first value is concerned, but may be won for its second value by a player who meets the requirement **24** of that port. To meet the requirement of the port, a player must have the nearest symbol token to the port door and have sufficient additional tokens, either symbol tokens or ordinary tokens, in the line of sections leading to the door of that port to meet the requirements of that port, the requirements for capture of the port being indicated on the port itself, as by the legends **24**. For example, in the port marked X in Fig. 8 the directions at the port are that it requires a "wolf" and four "huffs and puffs", the wolf being represented by the symbol token "W" and the "huffs and puffs" being represented by the ordinary tokens. Since the ordinary tokens, b^8, b^9, b^{10}, b^{11}, and symbol token b^{12} have all been played by the same player, that player has won the port X for both its values since he wins one of its values for playing the symbol token "W" at the door of the port, and he wins its other value, indicated **30**, by meeting the requirements of the port of having one symbol token b^{12} nearest the door of the port and four ordinary tokens, b^{11}, b^{10}, b^9, and b^8, in the line of the door of that port, the requirement of the port being a "Wolf and four huffs and puffs." On the other hand, to take port "Y" the player C, by playing the symbol token c^2 has won the port for one of its values but has failed to win the port

for its other value, indicated as 15, because he has not met the requirements of that port of having a symbol or "wolf" token and two ordinary tokens or "huff and puff" tokens in the line to the door of that port, his only ordinary token being the one indicated c^1.

Various forfeitures may be invoked according to the rules of the game which arise from failure to follow certain plays or from failure to call a certain pre-determined word when a symbol token of an opponent is placed next to an ordinary token of a respective player, and while the causes of forfeiture are important in the playing of the game, they reside in the rules which may be changed from time to time and do not depend upon the structural elements of the game.

From the foregoing description, it is believed that the essential characteristics of the game may be understood by those skilled in the art, and that it will be understood that the playing of the game does not at any stage involve the element of chance such as the use of cards, spinners, or dice, and that a visible indicator having a definite series of characters thereon, in combination with two types of playing tokens, one type corresponding to one of the characters which must be played when that character is reached in its sequence on the indicator, and the other type of tokens being optionally playable in the sequence of the other characters on the indicator, constitutes a novel game involving advance thought wherein plays may be planned considerably in advance of the actual play, and produces a game which is broadly new and novel and of a scientific nature.

Having thus described my invention, what I claim and desire to secure by Letters Patent is:—

1. A game apparatus comprising a four-sided playing board having its playing face divided throughout its area into sections for receiving playing tokens, a plurality of series of playing tokens, each series containing a plurality of types of tokens and an indicator having a definite series of continually visible characters thereon, said definite series of characters on the indicator having a portion of the characters thereof corresponding to one type of playing tokens, and another portion of its characters corresponding to another type of the playing tokens, said playing board including a central indicated section of starting the play of tokens and having sections indicated as ports in the outer marginal series of sections on each side of the board, each of said marginal ports being divided into two sections, one of said sections of each port corresponding with the symbol tokens and the other section of each port corresponding to the ordinary tokens, the latter section of each port having indicated thereon a scoring value.

2. In a game which employs in the playing thereof a plurality of series of playing tokens, each series containing symbol tokens and ordinary tokens and employing an indicator having a definite series of continually visible characters thereon and wherein a portion of the visible characters on the indicator corresponds to symbol tokens and a portion of the said characters corresponds to the ordinary tokens, a playing board having a plurality of marginal sides and having its playing face divided into sections for receiving playing tokens and having a centrally positioned section indicated as a point of starting a play of tokens, said playing board including a port in the outer marginal series of playing sections on each marginal side of the board, each of said marginal ports being divided into two sections, one of said sections of each port corresponding with the symbol tokens and the other section of each port corresponding to the ordinary tokens, the latter section of each port having indicated thereon a scoring value.

3. In a game which employs in the playing thereof a plurality of series of playing tokens in which each series of tokens comprises symbol tokens and ordinary tokens, a playing board having a plurality of marginal sides and having its playing face divided into sections for receiving playing tokens and having a centrally positioned section indicated as a point of starting the play of tokens, said playing board including a port in the outer marginal series of playing sections of each marginal side of the board to be reached by successive playing of tokens on the board, each of said marginal ports being divided into two sections, one of said sections of each port corresponding with the symbol tokens, and the other section of each port corresponding to the ordinary tokens, the latter section of each port having indicated thereon a scoring value.

4. In a game which employs in the playing thereof a plurality of series of playing tokens in which each series of tokens comprises symbol tokens and ordinary tokens to be played upon a playing board having a plurality of marginal sides and having its playing face divided into sections for receiving playing tokens, and having a centrally positioned section indicated as a point of starting the play of tokens, and having a port in the outer marginal series of playing sections of each marginal side of the board, an indicator device having a definite and unchanging series of continually visible characters thereon, said definite series of characters on the indicator having a portion of the characters corresponding to one type of playing tokens, and another portion of its characters corresponding to another type of playing tokens.

5. In a game which employs in the playing thereof a plurality of series of playing tokens in which each series of tokens comprises symbol tokens and ordinary tokens to be played upon a playing board having a plurality of marginal sides and having its playing face divided into sections for receiving playing tokens, and having a centrally positioned section indicated as a point of starting the play of tokens and having a port in the outer marginal series of playing sections of each marginal side of the board, an elongated indicator device provided with an upstanding face having thereon a definite and unchanging series of continually visible characters, said definite series of characters on the indicator having a portion of the characters corresponding to one type of playing tokens and another portion of its characters corresponding to another type of playing tokens.

6. In a game which employs in the playing thereof a plurality of series of playing tokens in which each series of tokens comprises symbol tokens and ordinary tokens to be played upon a playing board having a plurality of marginal sides and having its playing face divided into sections for receiving playing tokens and having a centrally positioned section indicated as a point of starting the play of tokens and having a port in the outer marginal series of playing sections of each marginal side of the board, an indicator device having a definite and unchanging series of continually visible characters thereon, said definite series of characters on the indicator hav-

ing a portion of the characters corresponding to one type of playing tokens and another portion of its characters corresponding to another type of playing tokens, and a pointer member slidably mounted on said indicator device and adapted for manipulation longitudinally thereof.

7. In apparatus for playing a game which employs in the playing thereof a plurality of series of playing tokens in which each series of tokens comprises symbol tokens and ordinary tokens, an indicator device comprising an elongated structure having a face upstanding from the base thereof, said face having thereon a definite and unchanging series of continually visible characters, said definite series of characters on the indicator having a portion of the characters corresponding to one type of playing tokens and another portion of its characters corresponding to another type of playing tokens, and a pointer member slidably mounted on said indicator device and adapted for manipulation longitudinally of the upstanding face thereof.

CLEVE F. SHAFFER.