March 30, 1926. 1,578,892

F. P. HOLMAN

GAME

Filed March 29, 1924

FIG. 1.

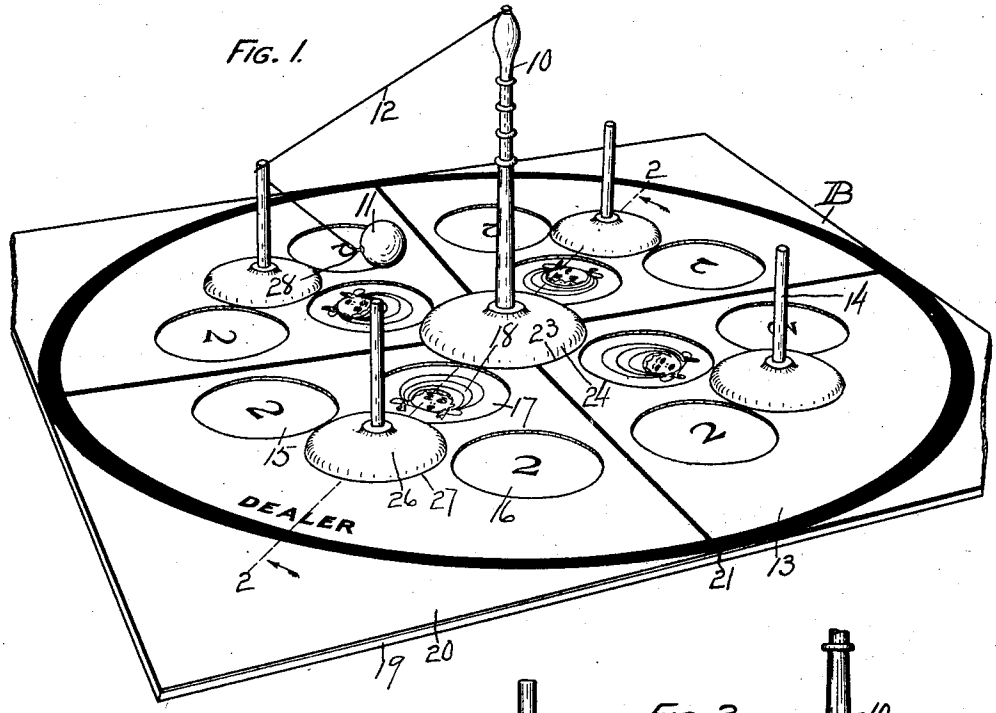


FIG. 3.

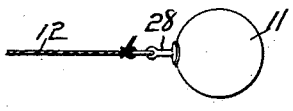


FIG. 2.

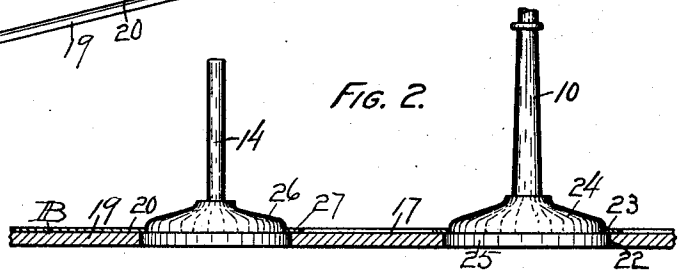


FIG. 4.

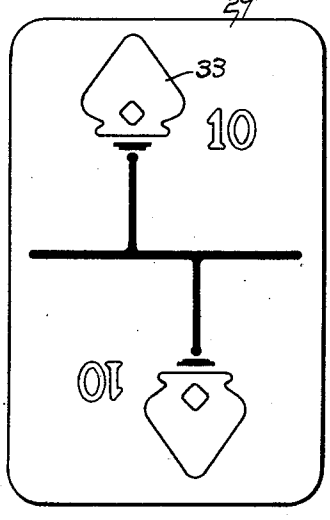


FIG. 5.

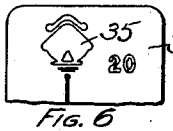


FIG. 6

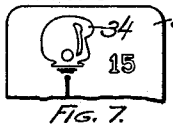


FIG. 7.

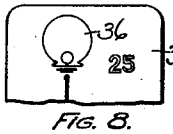


FIG. 8.

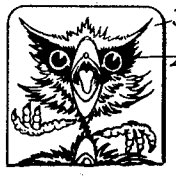


FIG. 9.



FIG. 10.



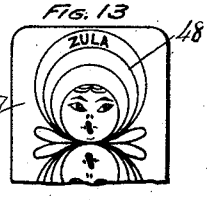
FIG. 11.



FIG. 12.



FIG. 13



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UNITED STATES PATENT OFFICE.

FRANK P. HOLMAN, OF HARTFORD, CONNECTICUT.

GAME.

Application filed March 29, 1924. Serial No. 702,820.

To all whom it may concern:

Be it known that I, FRANK P. HOLMAN, a citizen of the United States, and a resident of Hartford, in the county of Hartford and State of Connecticut, have invented new and Improved Games, of which the following is a specification.

My invention relates more especially to that class of indoor games in which the players are arranged around a table upon which the game is placed, and an object of my invention, among others, is to provide a game of this class that shall be highly entertaining and that shall embody the combined elements of skill and chance.

One form of device embodying my invention and in the construction and use of which the objects herein set out, as well as others, may be attained, is illustrated in the accompanying drawings, in which—

Figure 1 is a perspective view illustrating the mechanical element of my improved game.

Figure 2 is a view in section on a plane denoted by the dotted line 2—2 of Figure 1.

Figure 3 is a detail view illustrating the method of attachment of a cord to the player element or ball.

Figure 4 is a view of one of the player cards in full size scale.

Figures 5, 6 and 7 are views of fragments of the player cards, scale reduced.

Figures 8, 9, 10, 11 and 12 are views of fragments of the draw cards, scale reduced.

Figure 13 is a view of a fragment of the prize card, scale reduced.

The mechanical element of my improved game comprises a board B provided with means for determining the disposition of the cards in several sets that are employed in connection with the board in playing the game. A main supporting post 10 rises from the board at about its center, and a ball 11 is connected with said post by a flexible connection 12 in such manner that the ball may be caused to revolve about the post. The board B is marked off as a field, with preferably a circular boundary line, and this field is divided into sections 13, each section occupying substantially a quarter of the entire circular field, and as shown in Figure 1. A stake 14 is placed in each field rising from the board substantially in the center of the field, these stakes being all alike and being somewhat shorter than the main supporting post 10. In addition to the stakes each field is provided with three pockets, a player's pocket 15, an adversary's pocket 16 and a prize pocket 17, the latter being located substantially between the stake and the central post and the player's and adversary's pockets being arranged on opposite sides of the stake. The prize pocket is preferably marked with a character 18 to correspond with the character on a prize card, to be hereinafter described, as shown herein this character being in the conventional form of a head.

In its preferred form the board hereinabove described is composed of two parts, a base or under part 19 that is formed from stiff pasteboard, wood or other suitable material, and the upper part 20 that may also be composed of pasteboard or any other suitable material, the upper part, as shown herein, preferably being thin as compared with the base. This base is preferably divided at its crosswise center, the two portions being united by a hinge 21 so that they may be folded, one part upon the other. The base is provided with a hole 22 at about its center and the upper part of the base is provided with a hole 23, the latter hole being of somewhat smaller diameter than the hole 22 in the base, but registering therewith and thereby constituting a shouldered opening through the base at its center. The post 10 is secured at its lower end to a flanged support 24, the flange 25 on which engages within the shouldered opening hereinabove described, and as shown in Figure 2, it being noted from this construction that when the board is set up the central post is inserted through the board from the under side and when the board is placed in position, as upon the top of the table, the post is securely held in place. Similarly each of the stakes 14 have flanged supports 26 engaging within a shouldered opening 27 in the board, as shown in Figure 2 of the drawings, and as above described with respect to the central post. The pockets 15—16—17 are preferably formed by cutting through the upper portion 20 only of the board, the lower portion 19 forming the bottom of each pocket, and as shown in Figure 2 of the drawings.

In playing the game the stakes 14 are intended to catch the connection 12 and thus obstruct the movement of the ball 11, and in order to make this catching of the connection by the stakes uncertain, a gyratory movement is given to the point of attach-

ment of the connection 12 to the ball, and as illustrated in Figure 3 in which a finger 28 is extended from the ball and the connection 12 is secured to this extension. As the ball rolls around the board this gyratory movement may cause the cord, when slackened into a loop, to be thrown over a stake and thus prevented from catching on the stake. This lends interest to the game as in some cases where there seems to be a certainty that the cord will catch upon a stake this action at the opportune time will throw the loop over the stake and prevent its catching.

In connection with the board I make use of three sets of cards, to wit, player cards, draw cards and the prize card. The player cards consist of four suits 29—30—31—32, each suit comprising six cards. The cards of each suit bear designating characters 33—34—35—36, said characters being all different and said characters being colored to correspond with a designated color of one of the sections of the field, this color of the field being designated by the base of the stake located therein, such as red, blue, yellow and green, and the top of the post 10 may also bear these colors in sections that are divided for it, as shown in Figure 1, said sections being separated by shoulders and the top being colored red, the next section blue, the next section yellow, and the next section green. The cards in each suit are numbered, and this number may be determined by the color, as 10 for the lower color (green) on the post, 15 for the next highest color (yellow) on the post, 20 for the next highest color (blue) on the post, and 25 for the highest color (red) on the post.

As an aid in readily determining the player and adversary pockets, and also the number of points peculiar to such pockets, a numeral designating the number of points peculiar to the pocket may be placed on the bottom thereof, this numeral bearing a designating color as red for the player pocket and black for the adversary pocket.

In Figure 4 a card has been shown of approximately full size with the characters thereon, and it will be understood that the cards shown in Figures 5, 6, and 7 have the same general arrangement as that shown in Figure 4, that is the characters shown on these cards is reproduced at the opposite end of the card.

The draw cards in the game, as shown, comprise five suits 37—38—39—40—41 of two cards to each suit, each card having a designating character 42—43—44—45—46 and these cards that are incompletely shown in Figures 8 to 12, in their complete form will embody the character shown at the opposite end of the card, and as illustrated by the card shown in Figure 4. In the preferred form of the game four suits of these draw cards will correspond in color to the fields on the board, it being of advantage to the player to hold either player or draw cards of the color corresponding to the field possessed by such player. The fifth suit and others that shall be employed may have any desired color.

The prize card 47 is of the same general arrangement as to characters thereon as are the other cards hereinbefore described, this character being designated by the numeral 48, and it is the same character that appears upon each of the fields on the game board. It will apply to either of the fields and the face and the circles representing the hood may be colored to correspond with the colors of the field, as yellow, red, green and blue.

As an example for playing the game four players will sit, one opposite each field. The player opposite the field marked Dealer will shuffle and deal all of the player cards so that each player will have six cards. The game is finished when one player first secures six cards of the same suit. Then the dealer shuffles the draw cards and places them in a pack upon the board face down, and the prize card is placed on top of this pack, face up.

One card is placed by each player face up on the board. It may be assumed that this will be one of the cards of which the player has the least. The dealer now takes the ball and swings it at the end of its connection toward the left. In order to count the ball must pass beyond the field located at the left of the dealer and must not come to rest in the dealer's own field.

If the ball comes to rest in a field beyond that at the left of the dealer the player cards face up upon the board in front of the dealer and the possessor of the field in which the ball is located are exchanged and the exchanged cards may be placed in the hands of the dealer or player and other cards placed face up on the board, or the exchanged cards may be placed face up upon the board as the holder of such cards may elect.

If the ball comes to rest around a stake and in a pocket marked with a red 2, this being the pocket at the left of the stake, two points are added to the score of the possessor of the field, and the players exchange cards as above described. If the ball comes to rest around a stake and in a pocket marked with a black 2, this being the pocket at the right of the stake, two points are added to the score of the player who threw the ball, and the players exchange cards as above described.

If the ball comes to rest around a stake in a prize pocket the dealer, who threw the ball, may take the top or prize card from the pile of draw cards, and this card is

placed face up on the board in front of the dealer, or the dealer may take any card on the board in the field in which the ball came to rest, or, if he desires, he may take another turn.

The prize card which is drawn first must be kept on the board during the playing and may be taken by another player, but it counts only on the score of the player who holds it at the call of the game. The next player to the left of the dealer now takes the ball and swings it to the left and the directions above given apply to the second and successive players with the exception that if the ball comes to rest in the prize pocket the player who threw the ball may have the choice of taking the top card from the draw pack, the draw card of the player in whose field the ball came to rest, if such player has a draw card, or he may exchange player cards, or he may take another turn. If the ball comes to rest in the prize field of the player possessing the prize card the player who threw the ball may, in addition to the steps above noted, have a choice of taking the prize card, but in this case the player cards are not exchanged.

The player who first secures six cards of the same suit announces this fact and the game is finished.

In accordance with the provisions of the patent statutes I have described the principles of operation of my invention, together with the device which I now consider to represent the best embodiment thereof; but I desire to have it understood that the device shown is only illustrative and that the invention may be carried out by other means and applied to uses other than those above set out.

I claim—

1. A game board divided into field sections, one for each player, a supporting post, a rolling element connected with said post by a flexible connection of a length to enable said element to reach all of said fields, and a pocket located in the upper surface of each of said fields to permit said element to roll into it.

2. A game board divided equally into field sections, one for each player, a supporting post positioned in the same relative location to all of said fields, a rolling element connected with said post by a flexible connection of a length to enable said element to reach all of said fields, and a pocket located in the upper surface of each of said fields to permit said element to roll into it.

3. A game board divided into field sections, one for each player, a supporting post, a rolling element connected with said post by a flexible connection of a length to enable said element to reach all of said fields, a pocket located in each of said fields to receive said element, and a stake rising from each of said fields as an obstruction to movement of said connection.

4. A game board divided into field sections, one for each player, a supporting post rising from the board and having the same relative position with respect to all of said fields, a rolling element connected to said post at or near the top thereof by a connection of a length to enable said element to reach all of said fields, a pocket located in each of said fields to receive said element, and a stake rising from each of said fields as an obstruction to movement of said connection, said stakes all being of substantially the same length and shorter than said supporting post.

5. A game board divided into field sections, one for each player, a supporting post, a rolling element connected with said post by a flexible connection of a length to enable said element to reach all of said fields, a pocket in each of said fields to receive said element as an advantage to the possessor of said field, and a pocket in each of said fields to receive said element as an advantage to the player manipulating said element.

6. A game board divided into fields, one for each player, a supporting post, a rolling element connected with said post by a flexible connection of a length to enable said element to reach all of said fields, a stake rising from each of said fields as an obstruction to forward movement of said connection, a player's pocket in each of said fields to receive said element as an advantage to the possessor of said field after movement of said element has been stopped by contact of said connection with the stake in the field in which said element came to rest, and a player's pocket located in each of said fields to receive said element as an advantage to the player manipulating said element after its movement has been stopped by contact of said connection with the stake in the field in which said element came to rest.

7. A game board divided into field sections, one for each player, a supporting post, a rolling element connected with said post by a flexible connection of a length to enable said element to reach all of said fields, a player's pocket in each of said fields to receive said element as an advantage to the possessor of said field, a player's pocket in each of said fields to receive said element as an advantage to the manipulator of said element, and a prize pocket in each of said fields to receive said element as a greater advantage to the player manipulating said element.

8. A game board formed of two pieces of material secured together, each of said pieces having an opening registering with the opening in the other piece, one of said openings being smaller than the other opening to form a shoulder, and a post rising from

said board and having a base resting against the shoulder formed by said openings.

9. A game board formed of two pieces of material secured together and each having an opening registering with the opening in the other piece, said opening in the bottom piece being larger in diameter than the opening in the upper piece to form a shouldered opening extending through the board, and a post having a base with a flange located in said larger opening and in engagement with said shoulder to prevent movement of the base upwardly through said opening.

10. A game board divided into fields, one for each player, a pocket located in each of said fields, a set of cards divided into suits, each comprising a plurality of cards, each suit having a definite relation to one of said fields, and a player element adapted to be received in said pockets to thereby determine the disposition of said cards.

11. A game board divided into fields, one for each player, a pocket located in each of said fields, a set of cards divided into suits, each suit comprising a plurality of cards, each suit bearing a character showing its relation to one of said fields, and a player element adapted to be received in said pockets to thereby determine the disposition of said cards.

12. A game board divided into fields, one for each player, a plurality of pockets in each field of the same positive and negative value as to the possessor of said field, a set of cards divided into suits, each suit having a definite relation to one of said fields, and a player element adapted to be received in said pockets to thereby determine the disposition of said cards.

13. A game board divided into fields, one for each player, a pocket located in each of said fields, a set of cards divided into suits, each suit having a definite relation to one of said fields, a second pocket in each of said fields, a second set of cards bearing a definite relation to said second pockets, and a player element adapted to be received in said pockets to thereby determine the disposition of said cards.

14. A game board divided into fields, one for each player, a pocket located in each of said fields, a set of cards divided into suits, each suit having a definite relation to one of said fields, a second pocket located in each of said fields, a second set of cards bearing characters determining its relation to one of said fields, and a player element adapted to be received in said pockets to thereby determine the disposition of said cards.

15. A game board divided into fields, one for each player, a pocket located in each of said fields, a set of cards divided into suits, each suit comprising a plurality of cards, each suit having a definite relation to one of said fields, and a player element adapted to be received in said pockets to thereby determine the disposition of said cards.

16. A game board divided into field, one for each player, a plurality of sets of cards, each divided into suits, each suit comprising a plurality of cards and each suit having a definite relation to one of said fields, a pocket located in each of said fields, and a player element adapted to be received in said pockets to thereby determine the disposition of said cards.

17. A game board divided into fields, one for each player, a pocket in each of said fields, a set of cards divided into suits, each suit comprising a plurality of cards each suit having a definite relation to one of said fields, a prize card bearing a definite relation with respect to said pocket, and a player element adapted to be received in said pockets to thereby determine the disposition of said cards.

18. A game board comprising a field, a post rising from said field, a ball, a finger projecting from one side of said ball, an obstruction in said field and a flexible connection extending from the end of said finger to the top of said post to impart a gyratory movement to the end of said finger to throw said connection over said obstruction.

19. A game board having a supporting post rising therefrom, a rolling element connected with said post by a flexible connection, pockets located in said board to receive said element, and a stake rising from said board as an obstruction to movement of said connection.

20. A game board having a supporting post rising therefrom, a rolling element connected with said post at or near the top thereof by a flexible connection, pockets located in the upper surface of said board, and stakes rising from the upper surface of said board appurtenant to said pockets and as an obstruction to movement of said connection, said stakes all being of substantially the same length and shorter than said supporting post.

21. A game board having a supporting post rising therefrom, a rolling element connected with said post by a flexible connection, and sets of pockets in the upper surface of said board for each player, one pocket of each set to receive said rolling element as an advantage to the possessor of said pocket, and another pocket of each set to receive said element as an advantage to the player manipulating said element, said connection being of a length to enable said rolling element to reach all of said pockets.

FRANK P. HOLMAN.