Feb. 28, 1933. C. F. BEDELL 1,899,177

GAME OR PUZZLE BOARD

Filed Oct. 22, 1930

Fig. 1.

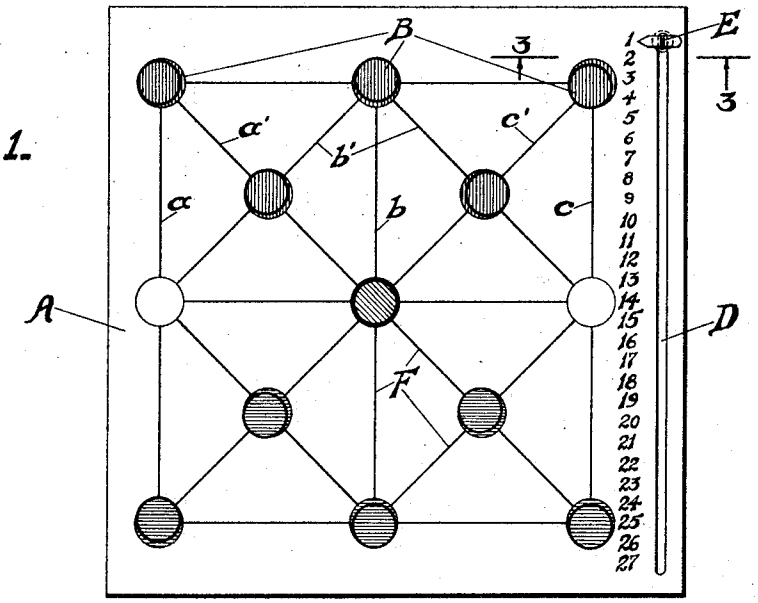


Fig. 2.

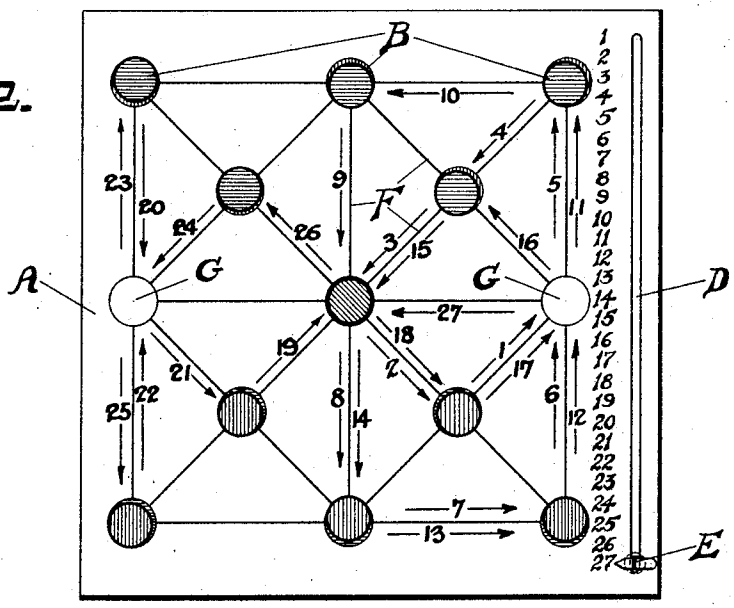
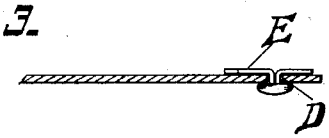


Fig. 3.



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UNITED STATES PATENT OFFICE

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GAME OR PUZZLE BOARD

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The present invention relates to game or puzzle board.

It is the main object of this invention to provide a very simple, compact and economical article which will furnish novel and interesting means for exercising the mental faculties and also provide an amusing pastime.

The game or puzzle comprises a board of any suitable material having three stations arranged horizontally and spaced equidistantly at each end of the board, with one station in the center and two stations also equidistantly arranged horizontally and intermediate between the single and three stations. These stations are colored to correspond to the colors of the disks used in connection therewith. Two auxiliary stations are provided for temporary use.

When the board is laid flat, or substantially so, with a disk arranged on each of the stations bearing corresponding indicia of the board, it may be used in whatever position the board may be placed with relation to its top or bottom, as the arrangement of stations on the board allows of such use.

For ready identification of disks with relation to their home stations, the disks to be used at one end are differently colored at least on their faces from those used at the other end and the disk used on the center section is colored differently from the other two sets of disks. The different colors or other indicia of the disks correspond with the color or other indicia of the stations with which they are to be used before play is commenced. For illustration herein the disks and stations are identified by red, yellow and green, respectively.

For full understanding of the invention a detailed description of a construction embodying the same in its most advantageous form will now be given in connection with the accompanying drawing forming a part of this specification, and the features forming the invention then will be specifically pointed out in the claims.

In the drawing:—

Figure 1 is a plan view of the game board with disks in position at the beginning of play.

Figure 2 is a plan view of the same at the end of play, and

Figure 3 is a sectional view on line 3—3 of Figure 1.

Referring to said drawing A is a game board generally square in outline. Three stations B are located near each of the four edges of board A, spaced substantially equidistant from each other in each line and so arranged that a suitable margin is provided between each series of three stations and the edge of the board adjacent to said stations.

I have found it advantageous to make the game or puzzle board of card board about seven inches square, of such character that does not readily bend or allow the disks to slip. In one edge portion I provide a counting device bearing a series of numbers from 1 to 27, inclusive, for registering by hand the number of moves as they are made, since if it is attempted to keep track of the moves without any registering means, an error is very likely to occur and thus cause argument and possibly spoil the game the purpose of which is to transfer the set of five home station disks from their respective home stations to foreign stations in 27 moves,—the green disk, however, to be returned to its home station on the last or twenty seventh move.

While the counting device may be of any suitable character, that used for illustration herein has been found advantageous and simple comprising a cut out portion or slot D slightly less in length than the length of the game board. In the margin between the board proper and said cut out portion is arranged a series of numbers beginning with the number "1" at a point opposite the top of said cut out portion near the top of the board and ending with "27" at a point opposite the bottom of said cut out portion. Any suitable indicator or register E may be used, the example herein shown and described, however, has been found advantageous. It comprises an ordinary round headed staple inserted from the back of the slit, its upwardly projecting legs being bent over on the top of the board, one leg toward the

row of figures and the other leg being bent over the top of the board away from said row of figures, the edges of the cut out portion of the board lying between the head and bent over legs to allow the indicator to be readily moved up and down in said cut out portion by the thumb and forefinger of the operator. The leg of the indicator E bent toward said series of numbers is pointed to allow greater accuracy in reading its position, which is advantageous when the numbers are close together. It is important that an accurate score of the number of moves be kept, as success depends entirely on completing in 27 moves.

While the guide lines F are not essential, it is of advantage that they be provided as an aid in directing movement of the disks.

To prepare the board for use the five red disks are arranged on the five correspondingly red colored, or home stations, three at the top of the board and two in advance of these; the five yellow disks are similarly arranged on their correspondingly yellow colored or home stations at the opposite side of the board; and the green disk is positioned on the center, green colored, station, the two remaining stations without color not being home stations but temporary stations.

At the beginning of play all the disks of a color corresponding to the color of the stations will be on the stations of that color, or home stations, and at the end of the play all of said disks will be on stations of the color of the opposite side, or foreign stations, the green, or center disk being on its home station if correctly played.

Home stations and the correspondingly colored disks therefor have one color, as red and foreign another, as yellow, and the dividing station a third color, as green.

The five pieces or disks on the outer and adjacent rows on each end of the board may not be moved rearwardly. The green disk, however, may be moved in any direction, that is, it may be moved sidewise and rearward in addition to forward, but it is only permitted to be moved three separate times and the last of these three moves of said green disk must be the twenty seventh and final move. If at the twenty seventh move, which is that move which returns the green disk to its home station, the five yellow disks and the five red disks which were, at the beginning of play, on their respective home stations, that is, on stations of the same color as those disks, are all on foreign stations, or stations of opposite color, success in the solution has been reached.

The two stations, without indicia on either side of the green center station G, I term auxiliary stations, as they are only occupied temporarily during the progress of the play. One solution of the puzzle is shown by the arrows and figures on Figure 2. The arrow heads point to the space to be occupied by the pieces at the end of each move and the numbers associated with said arrows indicate the number of the move.

What I claim is:

1. A puzzle game board having five parallel rows of playing stations, the stations in adjacent rows being in staggered arrangement, the outside and middle rows having three stations each and the intermediate rows having two stations each, lines joining each station to the adjacent stations, the five stations constituting one outside row and the adjacent row being of one color, and the corresponding five stations on the opposite side of the board being of second color, the central station of the middle row being of a third color, and the end stations of the middle row being blank, in combination with a set of game pieces one for each colored station and corresponding in color thereto.

2. A puzzle game board having thereon lines forming a square and the diagonals thereof and lines joining the mid point of each side of the square to the mid points of the other sides of the square, the thirteen intersections of the lines forming stations for playing pieces, the five stations nearest one side of the board being of one color, the five stations nearest the opposite side of the board being of a second color, the station at the center of the board being of a third color and the remaining two stations being blank, in combination with a set of game pieces one for each colored station and corresponding in color thereto.

In testimony whereof, I have hereunto set my hand.

CORNELIA F. BEDELL.