

Dec. 9, 1924.

1,518,306

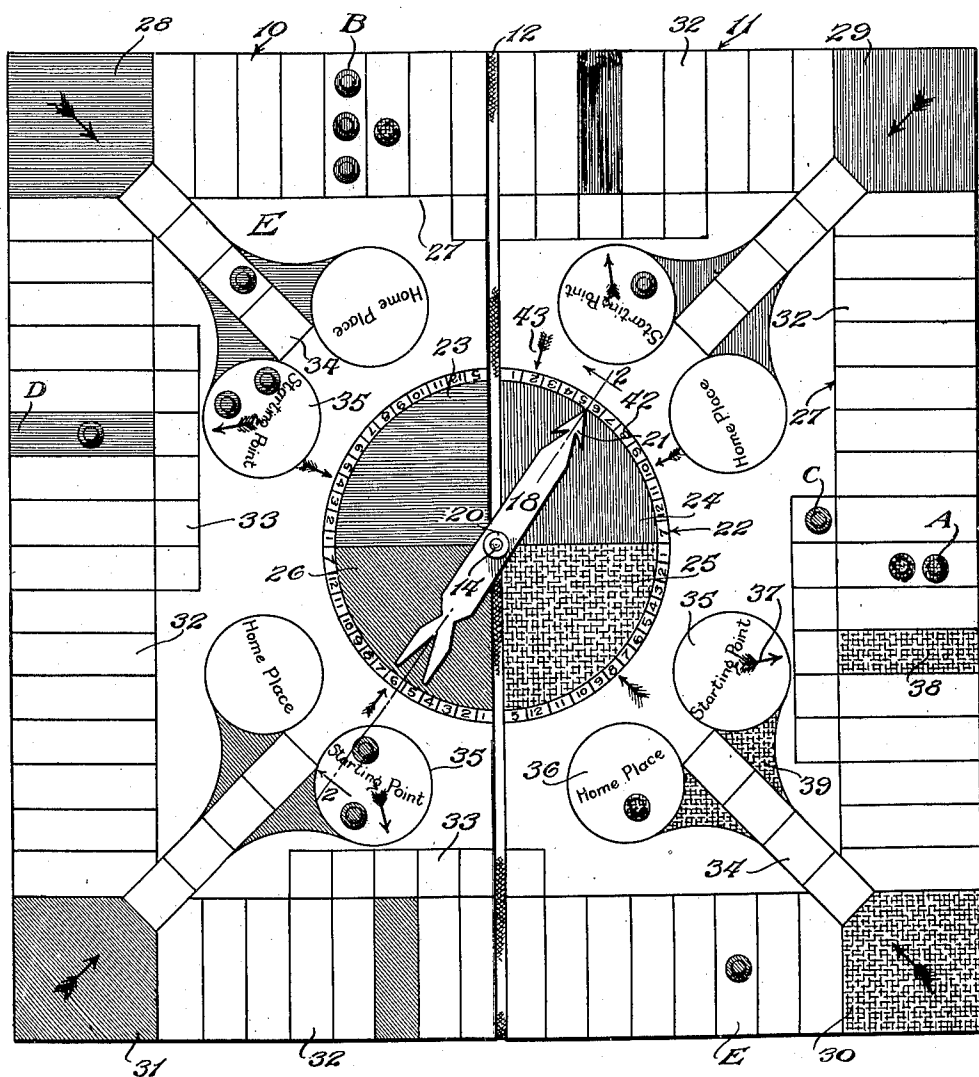
H. CLEGG

GAME

Filed May 7, 1923

2 Sheets-Sheet 1

Fig. 1.



Inventor

Hobart Clegg

By

Lawson, Attorneys

Dec. 9, 1924.

1,518,306

H. CLEGG

GAME

Filed May 7, 1923

2 Sheets-Sheet 2

Fig. 2.

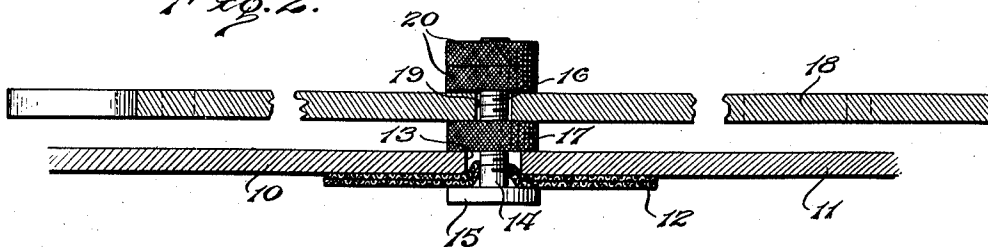
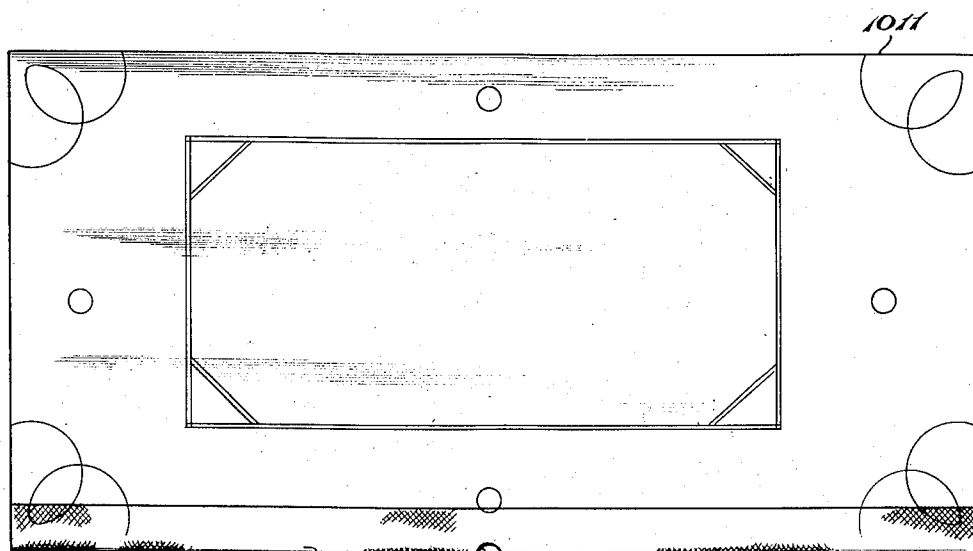


Fig. 3.

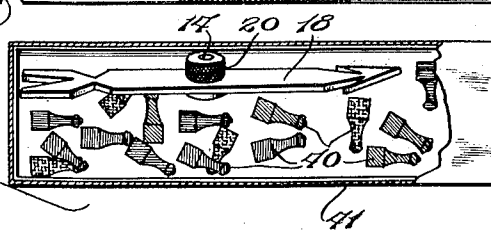


Fig. 4.

Inventor

Hobart Clegg

By

Larry Maw Attorney

UNITED STATES PATENT OFFICE.

HOBART CLEGG, OF BELLE VERNON, PENNSYLVANIA.

GAME.

Application filed May 7, 1923. Serial No. 637,225.

To all whom it may concern:

Be it known that I, HOBART CLEGG, a citizen of the United States, residing at Belle Vernon, in the county of Fayette and State of Pennsylvania, have invented certain new and useful Improvements in Games, of which the following is a specification.

My invention relates to a game intended to be played by two, three or four players on a board especially designed therefor, and having marked thereon the starting and home places for each player. Each player uses a certain number of men or pieces to be moved along the edges of the board in accordance with the indication given by an arrow or hand mounted to rotate in the center of the board, said arrow being associated with a dial carrying numbers along its outer periphery. Each player spins the arrow when it is his turn to play and moves his men a certain number of spaces indicated by the point of the arrow when stopping over a certain figure on the dial. The dial is divided into four quarters each having a different color and the corner fields of the board are colored to agree with the color on the quarter facing in the direction of each corner.

In the accompanying drawings, one embodiment of the invention is illustrated; and Figure 1 is a top plan view of the board with the arrow in position above the dial;

Figure 2 is a section along line 2-2 of Figure 1;

Figure 3 shows the board folded and the men and arrow enclosed in a receptacle; and

Figure 4 is a perspective view of one of the men or pieces used in the game.

The board is preferably made of some stout material such as cardboard or fiber and divided along a medial line into two rectangular halves 10 and 11, which are hinged together by fabric 12 pasted on the back of the halves 10 and 11 so that the latter may be folded when not in use, as seen in Figure 3. The two halves 10 and 11 preferably furnish an exact square, as seen in Figure 1, when open and laid flat on a table.

At the intersection of the two diagonals of the square and through the fabric 12, is furnished an aperture 13 adapted to engage a spindle 14 having an enlarged flat head 15 on its under side. The shank 16 is threaded along its upper portion and adapted to receive a clamping nut 17 for holding the

spindle in the aperture 13. This clamping nut 17 has a flat top face supporting an arrow 18, which has a central opening 19 engaging around the spindle 14. The hand or arrow 18 is held in position by means of a pair of nuts 20 which are adapted to lock with each other so as to permit the free rotation of the arrow around the spindle. One end of the arrow is pointed as at 21 and is adapted to register with the dial 22 outlined on the upper side of the board and with one half on each side of the fabric joint 12.

The field enclosed by the periphery is divided into quarters, of which the quarter marked 23 is preferably blue, while the other quarters 24, 25 and 26 are respectively colored red, yellow and green. The dial 22 is formed by two spaced circles, which are divided into a certain number of parts, each quarter having the same number and, as shown in Figure 1, each quarter has thirteen such divisions 42. These divisions are numbered in clockwise direction from 1 to 12, while the last division of the blue and yellow fields 22 and 25 respectively carry the number 5, and the red and green quarters 24 and 26 have their last divisions numbered 7 respectively. Against some of the numbered spaces, small arrows 43 are pointing, which give the player certain privileges when the arrow or hand 21 stops opposite thereto.

Along the edges of the board is formed a track 27 terminating with a square at each corner, the upper left hand corner field 28 being painted blue to agree with the quarter 23 of the dial, while the other three fields 29, 30 and 31 are painted red, yellow and green respectively to agree with the quarters 24, 25 and 26 opposite the same.

The track 27 along the edges of the board is divided into sixteen rectangular spaces 32 of equal width and length, and adjacent the track are indicated continuations of the spaces 32 shown as squares 33, five of which are on one side of the medial dividing line, and one situated on the other side, making six squares in all along each side of the track. These squares are called "get-aways".

Along diagonal lines connecting the corner fields 28, 29, 30 and 31, with the center of the spindle 14, are situated other squares 34, four in number. These are called the "home stretch". These squares do not extend all the way to the dial 22. At

the right side of each diagonal is a circle 35 marked "starting point", and to the left thereof is another circle 36 marked "home place". The circle 35 may be provided with a small arrow 37 pointing in the direction of the rectangular space 38 nearest thereto, and this space 38, as well as the corners 39 between the squares 34 and the circles 35 and 36 are painted the same color as the dial quarter and corner field nearest thereto. These colored rectangular spaces 38 and the corner fields are "safety" spaces for men of the same color.

For each player four pieces or men 40 are provided and these pieces or men are painted to agree with the quarters and fields on which they are supposed to be played, that is to say, they are colored blue, red, yellow and green respectively. Instead of colors, other indicia may be employed.

When the nuts 17 and 20, the arrow 18 and the spindle 14 are detached from the board they are enclosed in a small receptacle 41.

The following rules may be used in playing the game. As already stated it can be played by two, three or four players. When two play, the players select the colors on the board diagonally opposite each other and each player is seated at the corner of the field carrying the color of his men. When three play, one corner will be vacant.

Each player receives four pieces of the same color as is carried by the color of the quarter opposite to him and places his men in the circle marking the starting point 35. As long as the men remain in this circle they are actually not in the play.

The object of each player is now to start all four pieces from the starting point to travel around the board on the track along the four sides thereof and to finally reach the "home place" 36 of his own color, and the player who first gets all four men into the "home place" has won the game.

The pieces are moved in accordance with the marking of the hand on the dial, as many spaces forward as the number indicates on the dial. Any of the men may be captured in the spaces along the track upon which they are resting by one of the opponent's men, but they are safe on the "safety spaces" carrying their own color, or on any of the "get-away" squares 33 when passing a blockade formed opposite these "get away" squares.

To start a game each player spins the arrow once and the player obtaining the highest number starts to play. This player now spins the hand, but a man can only be moved, when the hand points to number 7, and the player must enter one of his men for every throw of 7 that he makes until all four of his pieces are in the play.

As soon as a player once has one or more

men upon the board, he spins the hand to move them forward upon the spaces of the track, or on the "get aways" with the object of bringing all safely around the entire track, and through the "home stretch" to the "home place" 36. When upon the spaced track running along all four sides of the board, one man may pass another thereon, or two or three men of the same color may collect together on the same rectangular space to form a "blockade." If a throw indicates that a man can be moved to a rectangular space 32 on the track where a man of a different color is already stationed, he captures the latter which is then out of the play and is returned to the opponent, who then places it in the circle 35 denoting the starting point in order to again start him on his race.

No man is safe on the track except when placed on a "safety space" carrying his own color, spaces 38, or any of the corner fields 28, 29, 30 and 31, which also is of his own color. The only exception is when a "blockade" of two or three men of the same color has been formed on any of the rectangular spaces, as at A or B, and a "blockade" like this cannot be passed if situated on the straight track, as at B, but only when formed on a rectangular space 32, as at A when near the "get-aways" 33. A player may hold a blockade until he is obliged to play one of his pieces. It is often possible to get around a blockade by use of the "get aways" as at C, where the "green" man in the square 33 at this point has just passed the "blockade" A. A player cannot pass either his opponent's or his own "blockade" on the straight track, but if the number indicated by the dial carries him to the rectangular space 32 where the blockade is formed by two of his own men, he may then place his third man thereon, forming a blockade of three pieces, as at B. At his next turn he may move any of his men in the "blockade" forward.

If a "blockade" has been formed by an opponent on the safety square 38 nearest the player's starting point, he cannot enter while the "blockade" remains. For instance, if the "green" player has formed a "blockade" on the yellow rectangular space 38, the "yellow" player cannot enter his men from the place 35 denoting the starting point until the "blockade" has been broken.

All spaces on the board of the same color as the player's men are "safety" spaces. On all other spaces, the single pieces or men are in danger of being captured, but any of the men are safe when on the squares 33 which are called "get aways." One of the opponent's pieces may pass a single piece resting on a "safety" space of its own color, including the colored space in the counting when passing over it, but he cannot stop on

that space, even though he should lose his turn or be unable to play one of his other men.

A single man may be captured by an opponent if the spin of the hand permits the opponent to bring his piece exactly to a space occupied by a man of another color. The player capturing an opponent's man obtains a reward of ten spaces, which may be applied to the man that made the capture or to any other man of the same color.

When a piece has been captured it is given to the owner who places it in the circle 35 denoting the starting point at the right of the "home stretch." The owner of the captured piece must enter the same as soon as the hand stops at 7. When the player obtains a 7 after spinning the hand, he must enter the play by placing his man on the colored rectangular space 38 on the track nearest the starting point even if an opponent should have a piece on the same space and the opponent's piece is then captured by the player. If, on the other hand, a "blockade" has been formed by the opponent on the player's starting space 38, the player cannot enter, but he must then move one of his men at another part of the track if possible.

When the hand stops against a number on the dial having one of the small arrows 43 pointing against it, the player obtains a "doublet", that is to say, he is entitled to another throw of the hand, and if at this second throw he also stops against an arrow, he has the privilege of still another spin of the hand. This is repeated as many times as the hand stops on the dial against a number marked by one of these arrows.

After the player has gone around the track of the board and has reached a corner field 28, 29, 30 or 31 of his own color, his next aim is to reach the "home place" 36, but this place cannot then be reached except by a direct throw of 5 on the dial. If, again, a "green" player should have formed a "blockade" on the yellow corner field 30, a yellow piece cannot enter its corner field until the "blockade" has been broken.

No men except those carrying the color of the corner can enter the "home stretch" 34 to the "home place" 36, that is no man carrying any other color. On the "home stretch" no two pieces can rest on the same square 34, nor can one piece pass another even though this causes the loss of a turn and the player's throw must take the piece exactly to the "home place" or circle marked 36 at the left of the "home stretch."

A good player must use good judgment and if possible capture an opponent's piece, thereby obtaining an additional move of ten spaces, while the opponent's piece is thrown back to the starting point.

Regarding the positions indicated in Figure 1 of the men of the different players,

the blue starting from the upper left hand corner has one of the men placed as at D on the colored starting space 38 along the track. This would indicate that his last throw of the hand 18 stopped on a space marked 7 on the dial so that this man has just been moved from the starting point indicated by the circle 35. Two other men are still placed within this circle, which indicated that these two have not yet started on their race around the track, or that they might have been captured by an opponent and returned for starting the race over. Accordingly the blue player when next time receiving a 7 on the dial must move one of these pieces out of the blue starting space at D and he will in that manner form a blockade at this point. The fourth blue man is shown at E on the home stretch at 34 and needs accordingly only to get a 2 on the dial to move into the home place, when he is accordingly out of the game awaiting the arrival of the other three men. It might here be noted that the men travel on the board in counterclockwise direction, that is to say, the blue man placed at the starting space at D moves downwardly therefrom.

Considering now the red men starting from the right hand corner of the board as seen in Figure 1, one of these still remains at the starting point ready to go out directly the player obtains a 7 on the dial. This player has succeeded in forming a three man blockade as at B, thereby preventing the yellow man behind them from passing. If this player does not obtain a 7 at his next throw, he must move one of his three men forming this blockade at B. However, as the blockade is still in existence, the yellow man behind the same cannot yet pass. If the red player then obtains an 11 at his next throw, he would then ordinarily be entitled to land on the blue starting space D, but as a blue man is positioned thereon, he cannot stop there, nor can he capture the blue man should his fall in this space. With a throw of 11 or 12, the green player may, however, side step this blue starting space as at D and go around the same on the "by path" 43, upon one square of which the man would then be placed.

The "yellow" player has succeeded in getting all his men out and one returned to the yellow "home place" 36. This man, if the last throw of the hand 18 showed 5 when the yellow man was on the corner square 30, jumped directly from that corner square into the "home place" over the stretch 34. At A, two of the yellow men are forming a blockade, this would mean that the yellow player has twice struck a 7 on the dial and then twice a 2, which would mean that the two yellow men at A had to pass out, first, to the yellow space 38 and

then to the second space ahead. The fourth yellow man has travelled around to the upper side of the track but has been unable to pass the "blockade" formed at B and cannot pass from there until the blockade is broken, that is to say, when two of the red men have been moved away from this place. If then only one of the red men remains on this space marked B and the "yellow" player obtains a 1 at his next throw, he will capture the red man at B and return the same to the red player for starting the man from the red starting point 35.

Considering, lastly, the "green" player, he has succeeded to get one of his men advanced to C on one of the "by path" or "get-away" squares 33 past the blockade at A formed by the two yellow men. His second man is placed on one of the rectangular spaces 32, as at E, at the bottom of the board where he is not safe from capture by an opponent's man advancing from behind, while, however, the green man at C is safe, being positioned on one of the "get-away" squares. The two remaining green men have not yet started their race, but remain in the circle 35 at the starting point.

Having thus described the invention, what is claimed as new is:

1. A game board having a central dial with a plurality of divisions numbered consecutively, a hand revolvably mounted on said dial, a track along the edges of the board having a plurality of spaces, the corner spaces of the track carrying different indicia, and a "home place" and a starting point adjacent each of said corner spaces and carrying the same indicia as the latter, the track space adjacent each of said starting points and the spaces on either side thereof having inwardly directed continuations, said continuations together forming a "get-away."

2. A square game board having a quartered central dial with a plurality of divisions numbered consecutively, a hand revolvably mounted on said dial, a track along the edges of the board having a plurality of spaces, the corner spaces of the track carrying different indicia and the corresponding quarters of said dial being marked in like manner, and a "home place" and a starting point adjacent each of said corner spaces and carrying the same indicia as the latter, the track space adjacent each of said starting points and the spaces on either side thereof having inwardly directed continuations, said continuations together forming a "get-away."

3. A square game board having a quartered central dial with a plurality of divisions numbered consecutively in each quarter thereof, a hand revolvably mounted on said dial, a track along the edges of the board having a plurality of spaces, the corner

spaces of the track carrying different indicia and the corresponding quarters of said dial being marked in like manner, and a "home place" and a starting point adjacent each of said corner spaces and carrying the same indicia as the latter, the track space adjacent each of said starting points and the spaces on either side thereof having inwardly directed continuations, said continuations together forming a "get-away."

4. A square game board having a quartered central dial with a plurality of divisions numbered consecutively in each quarter thereof, two of said quarters each carrying in addition a starting ordinal and the other quarters a "home run" ordinal, a hand revolvably mounted on said dial, a track along the edges of the board having a plurality of spaces, the corner spaces of the track carrying different indicia and the corresponding quarters of said dial being marked in like manner, and a "home place" and a starting point adjacent each of said corner spaces and carrying the same indicia as the latter, the track space adjacent each of said starting points and the spaces on either side thereof having inwardly directed continuations, said continuations together forming a "get-away."

5. A square game board having a quartered central dial with a plurality of divisions numbered consecutively in each quarter thereof, a hand revolvably mounted on said dial, a track along the edges of the board having a plurality of spaces, the corner spaces of the track carrying different indicia and the corresponding quarters of said dial being marked in like manner, a "home place" and a starting point adjacent each of said corner spaces and the track space adjacent said starting point carrying the same indicia as the latter and its corresponding starting point, and a "home run" path extending from each of said corner spaces to the corresponding "home place."

6. A square game board having a quartered central dial with a plurality of divisions numbered consecutively in each quarter thereof, a hand revolvably mounted on said dial, a track along the edges of the board having a plurality of spaces, the corner spaces of the track carrying different indicia and the corresponding quarters of said dial being marked in like manner, a "home place" and a starting point adjacent each of said corner spaces and carrying the same indicia as the latter, a "home run" path extending from each of said corner spaces to the corresponding "home place," and said starting point space and the track spaces on either side thereof having inwardly directed continuations, said continuations, together forming a "get-away."

In testimony whereof I affix my signature.

HOBART CLEGG. [L. s.]