

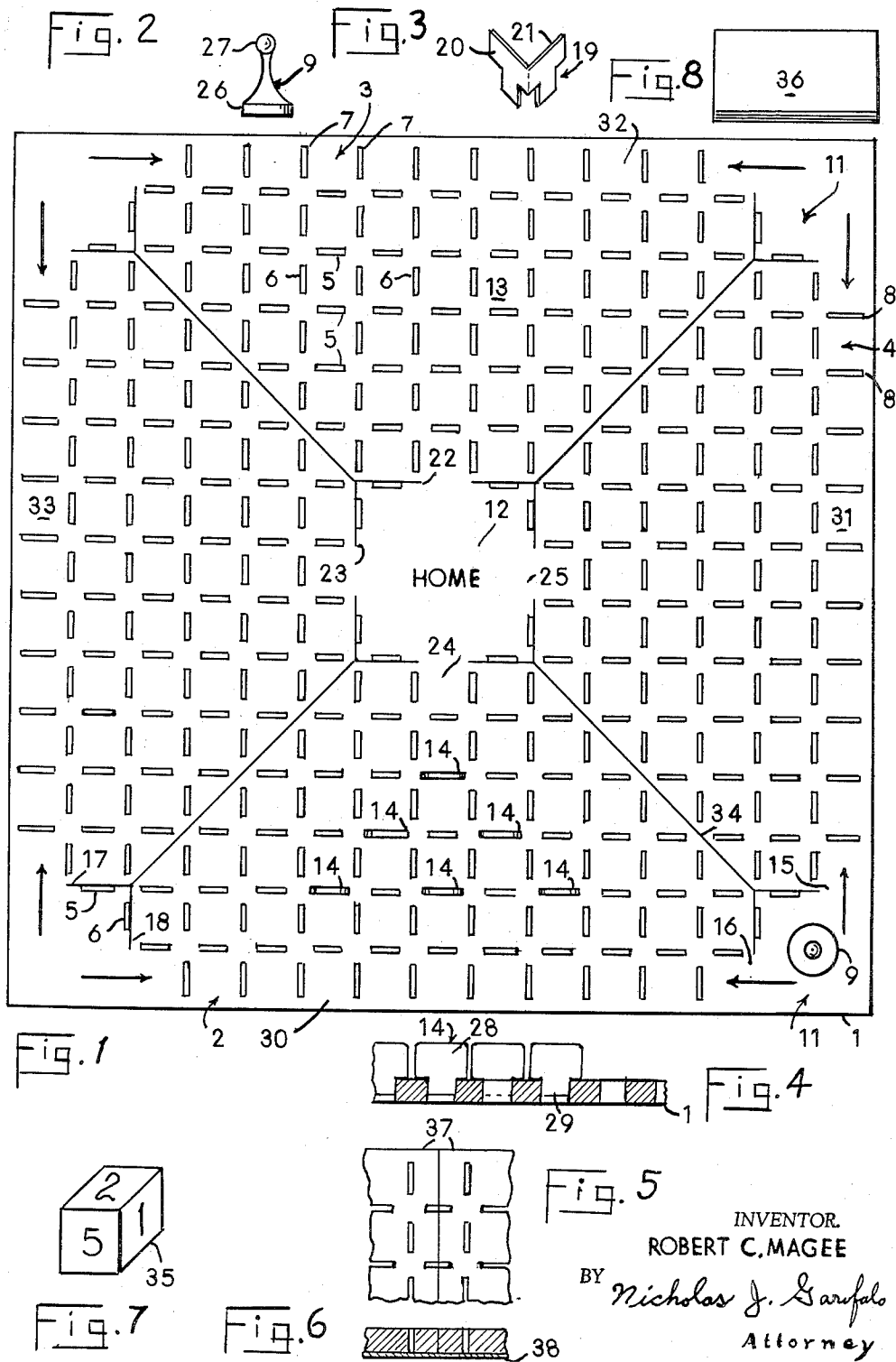
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GAME

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1

3,025,063

GAME

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1 Claim. (Cl. 273-134)

This invention concerns a game in the playing of which skill on the part of the players is combined with chance. It requires at least two players, each of whom is represented by a pawn which he manually moves from a starting point on a game board over a network of interconnected paths to a common goal or home. The objective of the game is for each player to bring his pawn to home before the others. The distance each player moves his pawn is determined on each turn of the player in accordance with a chance device; but the direction of travel and the paths or routes over which any player's pawn is to be moved is controlled in part by the player and in part by his opponents.

A feature of the game lies in the fact that each player selects the route or path of travel for his pawn.

Another feature of the game is provided by means employable by the players to block off different paths in the network so as to prevent movement of any pawn along such path beyond the block.

A still further feature of the game is provided by a predetermined quantity of fence elements allotted to each player which he initially disposes in certain paths of the network according to prescribed design, whereby travel along such paths beyond the fences is blocked; and which fences are at predetermined times during the play of the game selectively subject to relocation from one path to another in accordance with the skill and judgment of the related player, whereby with each relocation of a fence one path is reopened to travel and another is closed. By skillful relocation of his fences a player may guide his own pawn along desirable paths in the direction of home, and may detour the pawns of his opponents into paths deviating from home.

Another feature of the invention is the particular game board and the components associated therewith whereby this game is enabled to be played.

A general object of the invention is, therefore, to provide a game wherein all of the foregoing features and advantages are incorporated.

A more particular object of the invention is to provide a game board having a common goal or home, one or more starting stations in spaced relation to the goal, a network of interconnected paths communicating the starting stations with the goal and defined by parallel crossing rows of slots wherein the slots leading in either direction intersect the paths in the opposite direction at spaced intervals, a pawn for each player to be moved according to chance space by space over selected paths from a starting station to the goal, and fence means allotted to each player and adapted to be erected selectively in the slots so as to block movement of a pawn along selected paths beyond the fence means.

A still further object of the invention is to provide a game which includes a game board having a network of interconnected paths thereon connecting a starting point with a goal, and over which network each of a plurality of players moves an individual pawn from the starting point to the goal in a manner determined in part by chance and in part by the skill and judgment of the players, wherein the objective of each player is to bring his pawn to the goal before the others and to detour or delay the others from doing so before him.

The invention further lies in the particular nature of the game board and its associated components, as well as

2

in the manner whereby the game board and the components are utilized in the playing of the game.

The foregoing and other features, objects, and advantages of this invention will appear more fully hereinafter from a consideration of the detailed description which follows, taken together with the accompanying drawings wherein an embodiment of the invention is illustrated. It is to be expressly understood, however, that the drawings are for purposes of illustration and description and are not to be construed as defining the limits of the invention.

In the accompanying drawings:

FIG. 1 is a plan view of the game board;

FIG. 2 is an elevational view of a pawn;

FIG. 3 is a perspective view of a corner partition;

FIG. 4 is a section taken on line 4-4 of FIG. 1;

FIG. 5 is a fragmentary portion of a modified form of the game board;

FIG. 6 is an end view of FIG. 5;

FIG. 7 is a perspective view of the die; and

FIG. 8 is a view of the chance cards.

In the accompanying drawings is shown a game board 1 of rectilinear proportions having a playing surface or field 2 which is divided into a network of interconnected routes or paths 3, 4, here outlined or defined by an orderly arrangement of short straight slots 5, 6 of equal size extending respectively in lateral and longitudinal directions. This network includes a series of parallel and equally spaced rows 7 of the slots 6. In each row the slots are linearly arranged or aligned one behind the other in equally spaced relation and extend in a longitudinal or north-south direction of the game board, whereby between the rows 7 the paths 3 are defined as running north and south over the playing field 2 of the game board. This network also includes similar rows 8 of the slots 5 in a similar arrangement but extending in a lateral or east-west direction, whereby between the rows 8 the paths 4 are defined as running east and west over the playing field. The paths 3 and 4 cross one another at right angles. The various paths serve as a network of interconnected routes over which each player, who is represented by a pawn 9 in the game, endeavors to move his pawn from a starting point or station 11 to a common goal or home 12. It is to be noted that each slot 5 is further aligned with a slot 5 in each of the rows 8; and that each slot 6 is further aligned with a slot 6 in each of the rows 7. Further, each slot 6 is interposed transversely of and located within an east-west path 4; and each slot 5 is similarly arranged in a north-south path 3; whereby, each path in the playing field is divided into a succession of small squares or spaces 13. Each space 13 is a junction between a north-south path and an east-west path. The several slots serve not only in defining the paths 3 and 4, but also serve as a means for accommodating in erect position blocking elements or fences 14 which are allotted to each player. The fences are used by the players during the play of the game to selectively block off different paths, whereby any pawn headed along such a path is blocked from travelling beyond the fence.

The game board is shown as having four starting points or stations 11, one being located at each corner of the game board. A station is a rectilinear area at a corner of the playing field. It has gates or exits which open into the playing field. Here, two exits are provided for each station, of which one exit 15 opens into a north-south path 3, and the other of which 16 opens into an east-west path 4. Each station is suitably outlined or marked off from the playing field, hereby thick lines 17, and 18 at the corner of the station, so that only the exits 15 and 16 open into the playing field. A

corner partition 19 is provided for each station. A corner partition has walls 20 and 21 which coincide with the corner lines 17 and 18 and may be made to stand erect thereon by inserting depending tabs of the partition in the slots 5 and 6 at the corner of the station. The partition is preferably formed from a blank of cardboard bendable at right angles to form the walls 20 and 21 thereof. The players may in their discretion erect the corner partitions. The latter when erected add further realism to the game board.

The home 12 is the terminus or goal of each pawn in the game. It is preferably located at, and suitably marked off at the center of the playing field. It is here marked off or bounded by the thick corner lines 22 and 23. It is a quadrilateral or square in configuration, and it has four gates or entrances through which it may be entered by the pawns of the players. The entrances 24 formed in opposite sides of the home communicate with north-south paths of the playing field; and the entrances 25 formed in the other two sides of the home communicate with east-west paths. By this arrangement each player has a choice of entrances through which he may enter his pawn to home. The corner partitions 19 may also be erected in the discretion of the players at the corners of the home.

At least one pawn 9 is allotted to each player. Each pawn is preferably colored to distinguish it from the others. It has a flat base 26 whereby it may stand stable upon the playing field; and has a tapered upper body terminating in a head 27 whereby the pawn may be easily handled manually for movement about the playing field. The base diameter of the pawn is less than the cross dimensions of the spaces 13 in the paths, so that the pawn will be clear of the adjacent slots 5 and 6 of each space on which it comes to rest during the play of the game.

A specific number of fences 14 are allotted to each player. Each group of fences is colored to match a particular pawn, so that each player will be identified during play by means of the color of his pawn and the matching color of his fences. Each fence is made of stiff light gauge flat material; and it comprises an upper flat body or wall section 28 from the bottom of which depends a flat tongue or tab 29. The tab complements the slots 5 and 6 and is adapted to be inserted in either thereof and held by the slot in erect position transversely of the path in which the slot lies. The width of the upper body portion 28 of the fence is less than the cross dimensions of the paths 3 and 4 so that when erected in any slot it will be clear of adjacent slots or of any fence erected in adjacent slots. The fences are desirably of light gauge but firm metal, such as will not readily bend. This structure is preferred since the fences are used often during the game and, unless they are reasonably rigid, they are apt to become deformed as they are inserted and removed from the different slots.

The game board 1 is preferably of square configuration so that the playing field can be divided off into four triangular sections, as indicated at 30, 31, 32, and 33 by the division lines 34. Each section is preferably colored to match a particular pawn and the related group of fences.

In playing the game, a spinner, die, or other chance device is employed. Here, a die 35 is used. It has six faces numbered respectively from number 1 to 6.

Preliminary to playing the game, each player selects one of the triangular sections of the playing field, a group of fences, and a pawn, all of matching color. Each player is allotted six fences. This number I have found to be desirable in promoting the skill of the players and in creating considerable interest in the game. Each player initially erects his group of fences in slots of his playing section, preferably in a 3—2—1 array, as indicated in the lower section 30 in FIG. 1. Each player next positions his pawn in either one of the two start-

ing stations 11 at the base corners of his section of the game board. Each starting station has access by means of its two exits into either of the adjoining two triangular sections, as indicated.

Each player takes a turn at throwing the die 35, and with each turn a player must relocate one of his fences. He may erect his fence in any vacant slot of the playing field, regardless of the section of the playing field in which the slot selected lies. It is desired that this relocation of a fence be made before the die is thrown. After the die is thrown, the player moves his pawn on his initial move from either gate of his starting station into a path of the playing field a number of spaces corresponding to the number turned up on the die. A player is not confined to any one path, but may move his pawn from one path on to any contiguous path as he may select. If a fence has been interposed in any path of travel, a player upon reaching the fence may not move beyond the fence, but may move or detour to the right or left onto adjoining paths and, if these are fenced off he must back track until he has completed his move. When a pawn of a player reaches within six spaces or less of the home or goal 12, he may not enter the entrance unless the number turned up on the die corresponds to the exact number of spaces between the player's pawn and home over which he must pass to enter the latter.

The general purpose of the game is for each player to move his pawn to home before the others, so that he may be declared the winner. Each player makes use of his fences to detour his opponents along devious paths away from paths leading to home; and he also makes use of his fences to guide his own pawn along desirable paths in the direction of home. Each time a fence is relocated from one path to another, one path is opened to travel and the other is closed. It is to be understood that it is not required that a player move his pawn continuously over any one path, but he may use up the number of his moves, as indicated by the die number, in moving laterally or longitudinally as he pleases. It is possible for a player to become blocked or fenced in on all sides, then he cannot move at all. A player may use a fence to detour his own pawn along a particular path, or he may relocate one of his fences so as to open an avenue of travel or escape for his own pawn. The skill with which a player relocates his fences and selects paths of travel for his pawn will intensify and create a keen competition among the players. The players may skillfully cooperate or "gang" up on a particular player whose pawn is close to home, so as to detour the pawn away from home.

It is to be understood that the number of fences and pawns allotted to each player is one of preference; and also that in lieu of a die other chance devices may be used.

For added interest, the game may be provided with a stack of chance cards 36. Instead of throwing the die, a player may choose a chance card from the stack and carry out whatever order is set forth on the face of the card. This order may permit him to jump a fence in his path, or may have some other direction for the player to follow. The chance cards will of course be turned face down during play.

In the drawings the game board is shown in FIG. 1 as being of one piece. It is of appreciable thickness so that the slots 5 and 6 will be of sufficient depth to accommodate the tabs of the fences, and the tabs of the corner partitions should be the players elect to use the latter. The game board may comprise a pair of half sections 37 as indicated in the modified form in FIGS. 5 and 6, wherein a suitable hinge 38 of pliable material joining the half sections may be used to permit folding the game board. In this modified form it may be noted that the center of the divided game board intersects the laterally

5

extending slots 6, whereby use of these slots for accommodating fences is not interfered with.

Although an embodiment of the invention has been illustrated and described in detail, it is to be expressly understood that the invention is not limited thereto; and it is my intent, therefore, to claim the invention in all forms and modifications thereof as may be reasonably construed to fall within the spirit of the invention and the scope of the appended claim.

What is claimed is:

A game comprising a game board for at least two players, a chance device, a starting point in the game board, a common goal in the latter, a network of interconnected crossing paths in the game board communicating the starting point with the goal, the interconnection of each path with a crossing path defining an intersection, a pawn individual to each player and movable by him from the starting point over any path selected by him such distances as determined at predetermined times by means of the chance device, and a specific quantity

6

of blocking elements allotted to each player and initially interposed in predetermined paths of the network each crosswise of a path and bordering an intersection and subject to relocation in similar manner relative to the intersections at predetermined times thereafter in paths selected freely by the associated player, a blocking element interposed in a path serving to block movement of a pawn along such path beyond the blocking element into the intersection which it borders and to block movement of a pawn from the latter intersection into said blocked path.

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