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APPLIANCE FOR PLAYING GAMES

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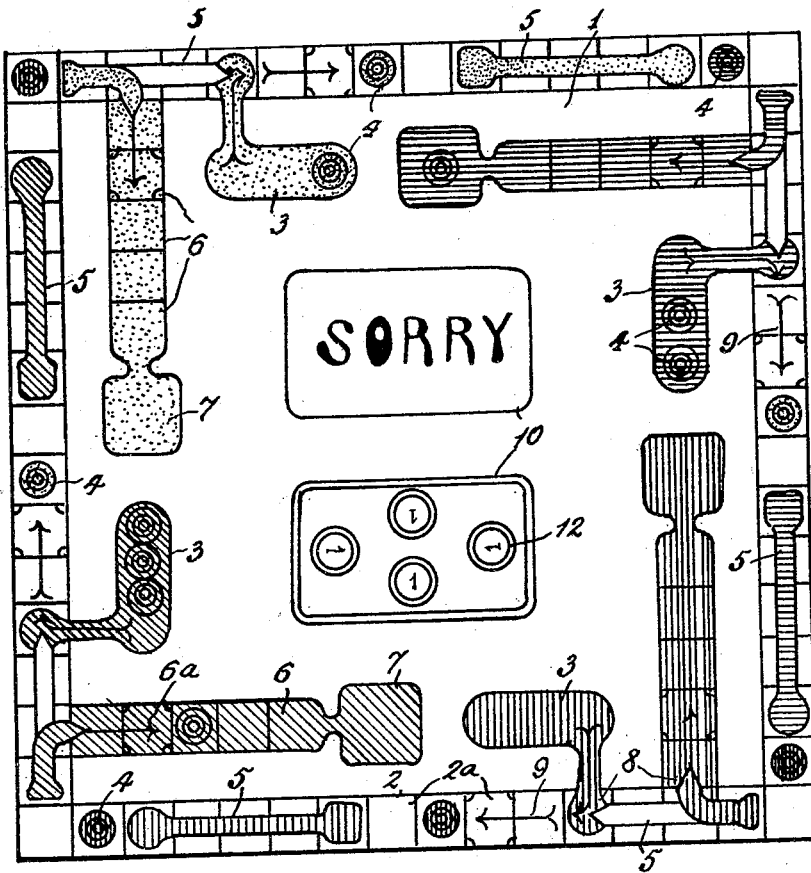


Fig. 1.



Fig. 2.

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APPLIANCE FOR PLAYING GAMES

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The present invention relates to appliances for playing a game.

The object of the invention is to enable a new game to be played.

5 With the above object in view, according to the invention, appliances for playing a new game are provided comprising a board, "men", and a pack of cards the faces of which have a design or a number shown thereon, 10 the cards being used to control the counters or "men" which are moved in a certain direction on a track marked on a playing board.

The board may conveniently have four or six "homes" and four or six "starts", one 15 "start" point and one "home" point being allocated to a particular colour of "men" and the numbered or otherwise inscribed cards are turned up by the players in turn. The track is divided into divisions and according to the card turned up, the players 20 move counters or "men" in a clockwise or anti-clockwise direction round the track, which is preferably located substantially at the edge of the board. This may be square, 25 hexagonal or round, or of any other convenient shape, and the "men" are moved round the track from the appropriate "starting" point towards the appropriate "home", or change places with or replace 30 other "men" on the board to suit the wish of a player and as allowed and directed by the rules of the game.

In order that my invention may be readily understood I will now describe the preferred 35 method of carrying the above mentioned embodiment thereof into practice with reference to the accompanying drawing in which

Figure 1 is a plan view of a playing board made as a part of the said embodiment of 40 the invention showing men positioned while a game is in play.

Figure 2 is a plan view of one of the cards used for controlling the movements of "men" on the board shown in Figure 1.

45 Referring to the drawing, it will be seen that the appliances shown comprise a square board 1, around the edge of which is marked a track 2 divided into sixty squares or divisions 2a in which men can be placed, there 50 being sixteen of these divisions along each

side of the square. Opening to the fifth square 2a from the right hand end of each side of the track is a "start" 3, each of the four "starts" on the board being coloured 55 characteristically, for instance red, green, yellow or blue respectively. The "starts" 3 are preferably large enough to accommodate four counters or "men" 4, of the usual type such as is used in the well known game of 60 "Halma" four being the preferred number of "men" provided for each possible player in the game.

The track 2 is also provided with continuous arrow like markings 5, termed "slides", as shown passing over regularly disposed 65 groups of the divisions 2a, the said markings being preferably coloured to correspond to the "start" opening in the side of the track 2 along which they are situated.

Leading off the third square or division 2a 70 from each right-hand end of a side of the track is a short length of track 6 comprising five divisions 6a and ending in a "home" 7 for the accommodation of four men, each track 6 and "home" 7 being coloured in the 75 same way as the "start" 3 opening on the same side of the board. A track 6 may conveniently extend at right angles to the side of the track 2 on which it opens, as shown. Suitable markings, such as arrows 8, may be 80 made on the board to direct a player's attention to the "home" when moving a "man" round the track, and arrows 9 can be marked on the track to indicate the general direction 85 of movement of a "man" round the track.

In the space inside the track in the centre of the board are marked spaces 10 in which 90 cards can be laid which are turned up by players to determine the movement of "men" round the track. The cards used are suitably comprised in a pack of forty four cards, each of the cards being marked with one of eleven markings and each marking being 95 carried by each of four cards in the pack. The markings are the ciphers 1, 2, 3, 4, 5, 7, 8, 10, 11, 12, and the word "Sorry", which word is a trade-mark registered and applied as a name to distinguish the game played 100

with the parts forming this embodiment of my invention.

The preferred method of numbering the cards to be readable with equal facility by all players is illustrated at 12 (Figure 1).

The board 1, "men" 4 and the pack of cards for use in the game may be formed in any well-known manner and it will be readily appreciated that the pack of cards may be replaced by a set of domino like objects or any other suitably inscribed controlling means, which may be used in a similar manner to the card pack.

The game "Sorry" is played in the following way:—Each player owns a "start", four correspondingly coloured "men", and the corresponding "home". The object of the game is for a player to move the four men under his (or her) control from his "start" into his "home" by means of successive moves governed by cards drawn off the pack preferably located in the space provided at the centre of the board. Players may cut to decide who shall make the first draw, a "Sorry" card counting the highest. A player moves a man out of his "start" as soon as he turns up a card marked with a "1" or with a "2", and places the man in the division into which the "start" opens. A "man" can also be brought out into play when a "Sorry" card is turned up, but only under certain circumstances as hereinafter described. The turning up of the cards by a player defines his moves in the following way:—

If a card marked "1" is turned up the player must either move a "man" out from his "start" or move one of his "men" forward one division 2a along the track 2 or a division 6a along his track 6. If a card marked "2" is turned up a player must either move a "man" out from his "start" or move one of his men forward two divisions 2a or 6a and the player also has an extra turn. If a card marked "3", "5", "8", or "12" is turned up the player must move one of his men forward the corresponding number of divisions 2a or 6a. If a card marked "4" is turned up, a player must move one of his "men" backward four divisions 2a or 6a, the normal direction of movement (clockwise) along the track 2 being indicated by the arrows 9 (see Figure 1), and the normal direction of movement along a track 6 being towards the home 7. Upon turning up a card marked "7" a player must either move one of his men forward seven divisions 2a or 2a and 6a or move two of his men forward numbers of divisions 2a and/or 6a totaling seven. If he turns up a card marked "10" a player must move one of his "men" either forward ten divisions along the tracks 2 or 6 or backward 1 division, and if a card marked "11" is turned up the player must either move one of his "men" forward eleven divisions along the track 2 or

along the track 2 and a track 6 or he can reverse the positions occupied by one of his "men" in a division 2a of the track 2 and one of his opponent's or opponents' men in the same track. Finally on turning up a "Sorry" card a player must take a "man" from his "start" and place it in a division 2a occupied by a man belonging to an opponent, the opponent's man being returned to its "start". If a player has no "man" in his "start" or if none of his opponents has a "man" in the track 2 he cannot use a "Sorry" card.

If as a result of a move a "man" reaches a position in a division 2a at the beginning of a slide marking 5 the "man" moves on to the end of the slide, every other "man" in its oath, regardless of colour, being returned to the appropriate "start" 3. A "man" does not "slide" on a marking of its own colour. If a "man" terminates its move on a division of the track 2 occupied by an opponent's "man", the opponent's "man" must be returned to its "start", and in no circumstances do two men occupy the same division 2a or 6a. The tracks 6 cannot be entered by a backward move but may be entered by a forward move if a backward move has positioned a "man" in front of or to the right of the appropriately coloured track 6.

A "man" may be moved by a backward move out of a track 6 but cannot be moved out of a "home" 7. The "home" 7 must be reached due to the turning up of the exactly numbered card or by dividing a "seven" move. When the card pack has been used once it may be reshuffled and used again or to save interruption of the game two or more packs may be used.

The above game may be modified to provide amusement for a single player. In the preferred modification, the player controls the moves of the sets of "men" in two opposite "starts" 3, drawing for, and moving "men" of each colour alternately, the object of the game being to move two "men" of each colour into the respective tracks 6 and two "men" into each of the respective "homes" 7, the game being lost when the player is compelled to move a third "man" of one colour into its home 7.

I have described above one embodiment of my invention. The above apparatus used as above described is calculated and has been proved by experience to be a prolific source of amusement and provides a game which calls for the exercise of a great deal of judgment while being dependent in a measure on an uncertain factor such as is calculated to add to the excitement of the game, though due to the choice of moves allowed when certain cards are turned up, the influence of the element of chance as a determining factor is much reduced in comparison with the skill exercised by a player in choosing his moves. One of the chief effects of the element of

chance is to handicap a player who has all his "men" out of his "start" and cannot use a "Sorry" card. A game played as above is thus always to a certain extent evened up and is consequently always exciting even when played by a skilled player and an unskilled player.

As before mentioned, my new apparatus may be constructed in any convenient way, as far as the actual formation of the board, cards or the like and counters or men. For instance, the board may be formed of mill-board, wood or any other material and the tracks, "homes" and "starts" may be marked out thereon in any desired way, as by printing, inscribing or painting, but preferably the design is printed on a sheet of paper which is pasted over the board in well known manner. The board can preferably be folded up for convenience in transport and storage. The spaces 10 may be countersunk and/or might be provided with holding means to contain or grip a pack of cards and hold it in position. The "men" may be ordinary headed conical "Halma" men, or flat disc-shaped counters or men provided with means adapted to hold them in a division of the tracks as in the well known traveller's chess sets. The formation of the cards or the like used for controlling the movements of the men has been described above and will be readily obvious. The board and cards may be modified if desired to permit of six players partaking in the game, say by employing a hexagonal board and providing a "home" and a start on each side of the board as with the square board previously described, or may be modified to permit more or less players to take part as desired.

Instead of turning up the cards to control the movement of "men", cards could be dealt out so that each player has a "hand" and uses his cards at his discretion to enable him to move "men", the used cards being taken out of the hand and disposed of in any convenient manner.

The "hand" could be formed of a certain number of cards dealt to the player from a shuffled pack, or could be formed of sets of cards coloured or otherwise characterized to correspond to the colours of the "men" controlled by the player, each set being comprised of cards of the same denominations so that each player at the start of the game possesses cards of equal value to those possessed by any of his opponents.

Having thus described my invention, what I desire to secure by Letters Patent of the United States is:—

1. A game apparatus including a game board having the marginal edge marked to define a track, with such track divided transversely to indicate squares, each side of the board adjacent the track being formed with a marked outline to receive a number of play-

ing units, and serve as a starting point for each unit, each side of the board adjacent the track being further provided with an additional track extending parallel to one side trackway and at right angles to the adjacent side trackway, such additional track having plain communication with the right angle portion of the trackway and being transversely divided to form squares and terminating in an enlarged space, the trackway at each edge of the board being further provided with a supplemental trackway of relatively narrow width and extending throughout a predetermined number of squares of such trackway, said supplemental trackway serving to provide for a particular playing function in connection with the units reaching such supplemental trackway.

2. A game apparatus including a game board having a playing surface and provided near and throughout its marginal edge with an endless trackway divided transversely to indicate playing unit bases, said trackway at intervals being provided with a plurality of pairs of laterally extending adjacent distinctive areas, each having playing connection with the trackway, one of said areas being shorter than the adjacent one and providing an enlarged, inwardly extending terminal portion to receive and serve as a starting point for a number of playing units, the other of such areas being transversely divided in correspondence with the trackway and terminating beyond the enlarged terminal portion of the adjacent area in a relatively enlarged area to provide a "home" for the playing units, the pairs of distinctive areas being uniformly spaced one from the other throughout the length of the trackway and each adjacent pair being distinctively colored with respect to any other adjacent pair, the trackway beyond each starting area in the playing direction being provided with a supplemental area of less width than the trackway and of a length to extend over a number of squares of the trackway, there being one supplemental area for each pair of laterally extended areas, with the supplemental area in advance of a pair of laterally extended areas in the playing direction being colored to correspond with such pair of laterally extending areas, the supplemental areas having a particular playing function in connection with the trackway.

In testimony whereof I have affixed my signature.

WILLIAM HENRY STOREY.