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2,520,207

GAME BOARD AND ARCUATE PLAYING PIECES

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FIG. 1.

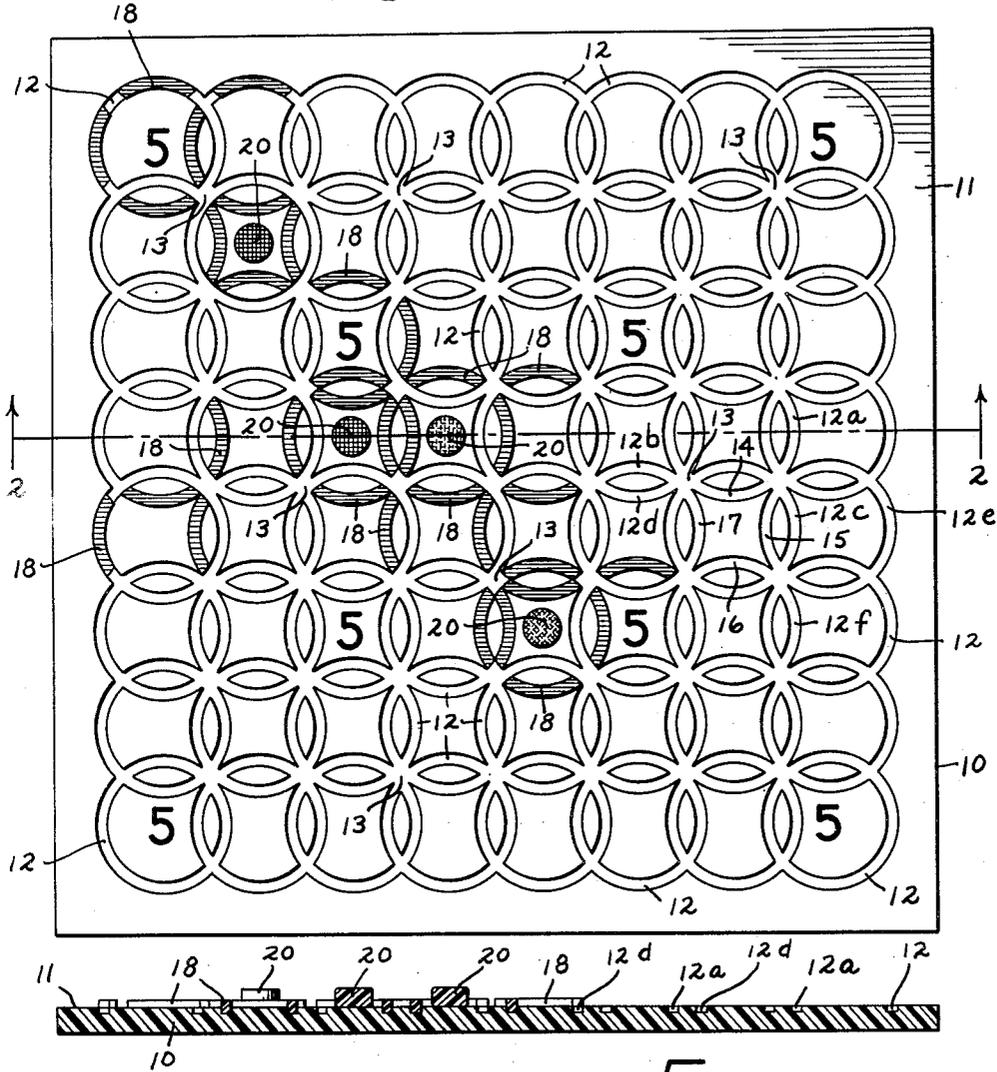


FIG. 2.

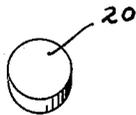


FIG. 3.

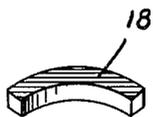


FIG. 4.

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# UNITED STATES PATENT OFFICE

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## GAME BOARD AND ARCUATE PLAYING PIECES

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3 Claims. (Cl. 273-131)

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This invention relates to a game involving a board, upon which playing pieces are used to outline areas and counters are employed to indicate scores for captured areas.

A primary object of the invention is to provide a game board and playing pieces for playing games calling for skill, ingenuity, and quick perception of geometrical figures.

A further object of the invention is to provide a game board and playing pieces which can be used for games to promote manual dexterity in children.

A still further object is to provide a game board and playing pieces which are simple and inexpensive to construct.

Further objects and advantages of the invention will become obvious to those skilled in the art from the following description of one particular form of the invention as illustrated in the accompanying drawing, in which:

Fig. 1 is a top plan view of a board with several playing pieces and counters thereon, embodying the invention;

Fig. 2 is a view in section on the line 2-2 in Fig. 1;

Fig. 3 is a perspective view of a counter; and

Fig. 4 is a perspective view of a playing piece.

Similar numerals and letters refer to similar parts throughout the several views.

A rectangular board 10 made of any suitable material, such as any of the plastics, wood, or fiber board, is formed to have a flat top surface 11 which is provided with longitudinal and transverse rows of overlapping intersecting, equal size, circular grooves, generally designated by the numeral 12.

While the board 10 may be made with varying dimensions and varying numbers of the circular grooves 12, in the present showing, there are eight rows of the grooves 12 transversely of the board and eight rows longitudinally thereof.

A peculiarity of the placement of these grooves 12 on the board is that the grooves are tangential in diagonally disposed pairs at any one intersecting zone 13 except along the outer marginal grooves. For example, the groove 12a across the zone 13 is tangential to the groove 12b, and the groove 12c is tangential to the groove 12d. Furthermore, within any one circular groove such as 12c removed from the outer marginal rows, there is formed a four sided, star design, as, for example within the complete circular groove 12c, by the arcuate groove segments 14, 15, 16, and 17, of all four of the overlapping adjacent circular grooves 12a, 12e, 12f and 12b.

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Arbitrary numbers, herein shown as the numeral 5, are inscribed centrally within arbitrarily selected circular grooves 12, as indicated in Fig. 1.

5. A plurality of playing pieces 18 are made to be identical in shape and dimensions. Each piece 18 is arcuately formed to fit snugly by about half its height in any one of the grooves 12. However the arcuate length of each piece 18 is substantially the length of the arcuate portion of any groove 12 between adjacent zones 13. In order that the pieces 18 may not be displaced accidentally during the game, the grooves 12 are rectangular in cross-section, and likewise, the 15 pieces 18 are rectangular in cross-section. The number of playing pieces 18 provided should be four times as great as the number of annular grooves on the board 10, or in this case two hundred and fifty six playing pieces.

20 A plurality of counters 20, Fig. 3, are provided in different color sets to provide each player with a number of counters of the same color.

A number of games can be played on the board 10 with the pieces 18 and counters 20, and the 25 following rules are presented only for the purpose of illustrating one such game.

The object of the game is to accumulate points, the winner being the player accumulating the highest number of points during a game.

30 The game is commenced by the lead player placing a piece 18 in any one of the grooves 12 between the zones 13 or, in the case of a marginal or corner groove, by placing a piece 18 in that portion of a groove removed from and outside the groove intersections.

35 Successive players in turn place a piece 18 in any selected groove segment and in addition may, at their option, move any other piece 18 circumferentially in its groove 12 to a second position in or opposite a zone 13.

40 Points are attained by any player whose move results in completing the inclosure of an area by four playing pieces 18. The enclosed area may be the circular area bounded by any groove 12, or it may be the star-shaped area bounded by such segments 14, 15, 16 and 17, as above indicated. In this respect there may be employed a scoring advantage of additional points as between the two differently shaped areas.

45 When a player incloses an area by his move he places a marker of his specific color in the area. After a player incloses an area he is immediately given an additional turn.

55 The game is finished when all of the sixty-four areas have been inclosed.

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When the game is finished the score is determined by counting the units attained by each player as denoted by the counters and the numerals on the areas.

The scoring evaluation may vary, but, as a present example, the unmarked areas may have a value of one each and the areas marked with the numeral 5 have a value of five units each.

While I have herein shown and described my invention in one particular form it is obvious that some structural changes can be made without departing from the spirit of the invention, and I therefore do not desire to be limited to this precise form beyond the limitations which may be imposed by the following claims.

I claim:

1. Game apparatus comprising a substantially flat game board provided with a plurality of completely circular grooves formed therein, each of said grooves having a common depth, width, and internal and external radius; said circular grooves having their centers aligned on parallel longitudinal rows and also aligned on parallel transverse rows; each of said grooves intersecting each longitudinally and transversely adjacent groove so as to subtend an arc of substantially ninety degrees therein; and each of said grooves having its outer wall tangent to the outer wall of each diagonally adjacent groove.

2. Game apparatus comprising a substantially flat game board provided with a plurality of completely circular grooves formed therein, each of said grooves having a common depth, width, and internal and external radius; said circular grooves having their centers aligned on parallel longitudinal rows and also aligned on parallel transverse rows; each of said grooves intersecting each longitudinally and transversely adjacent groove so as to subtend an arc of substantially ninety degrees therein; and each of said grooves having its outer wall tangent to the outer wall of each diagonally adjacent groove; and arcuate area bounding pieces formed to slide freely in said

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circular grooves, said pieces being equal in length to the portion of each circular groove subtended by an adjacent intersecting groove.

3. A game comprising a substantially flat board having recurring sets of common diameter overlapping, circular grooves arranged in a regular geometric form across the board, each set comprising a minimum of four circular grooves wherein two circular grooves are tangential one with the other on a forty-five degree line and the other two circular grooves are tangential one with the other on a line perpendicular to said forty-five degree line, the two tangential zones meeting on the intersection of said lines to preserve a full open, circular groove in each instance with arcs of one circular groove centered on one of said lines crossing two circular grooves centered on the other of said lines to lie within the circular areas defined thereby in each instance; and playing pieces arcuate in shape to fit within said grooves, each piece having an arcuate length equal to that length of a groove portion which lies within one of said areas.

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