

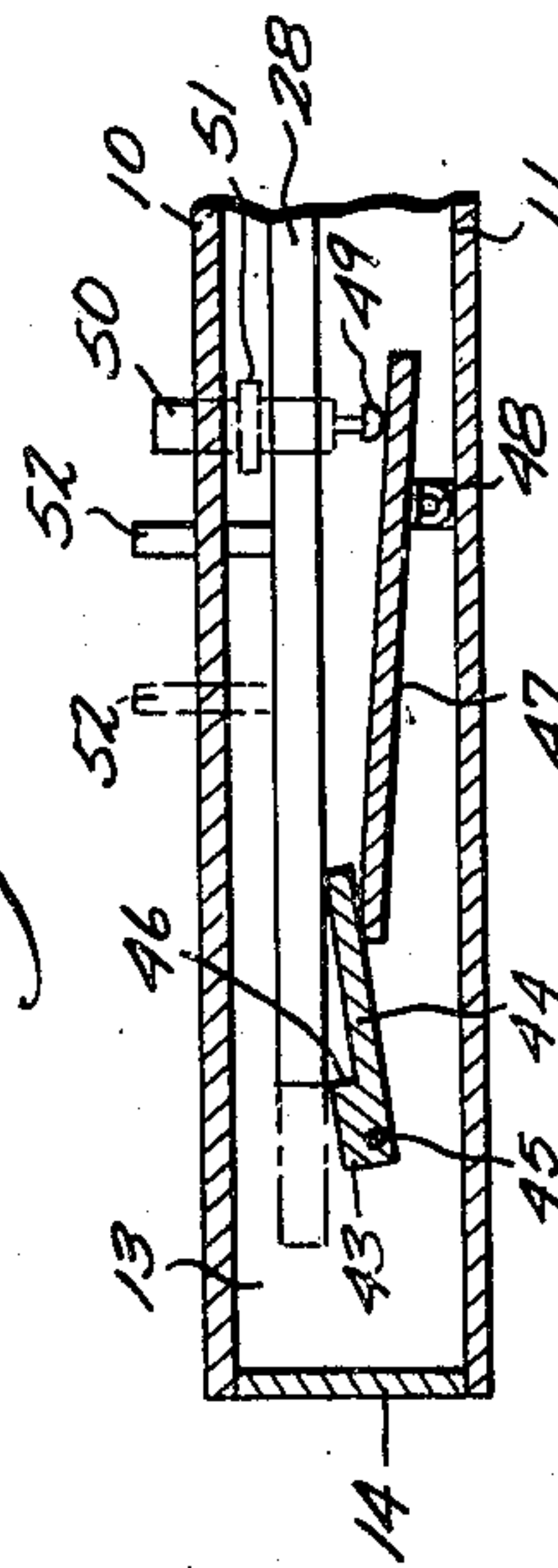
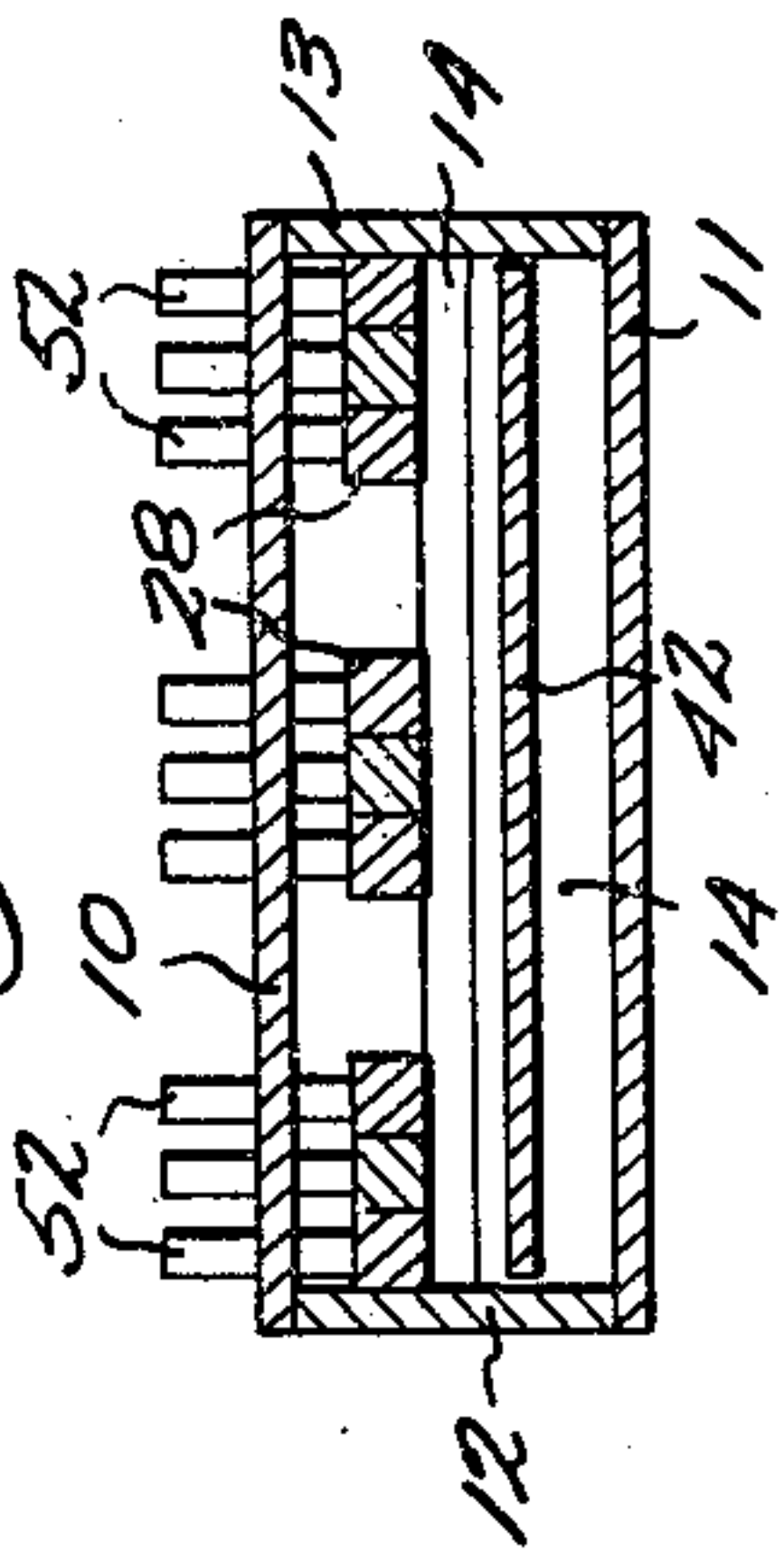
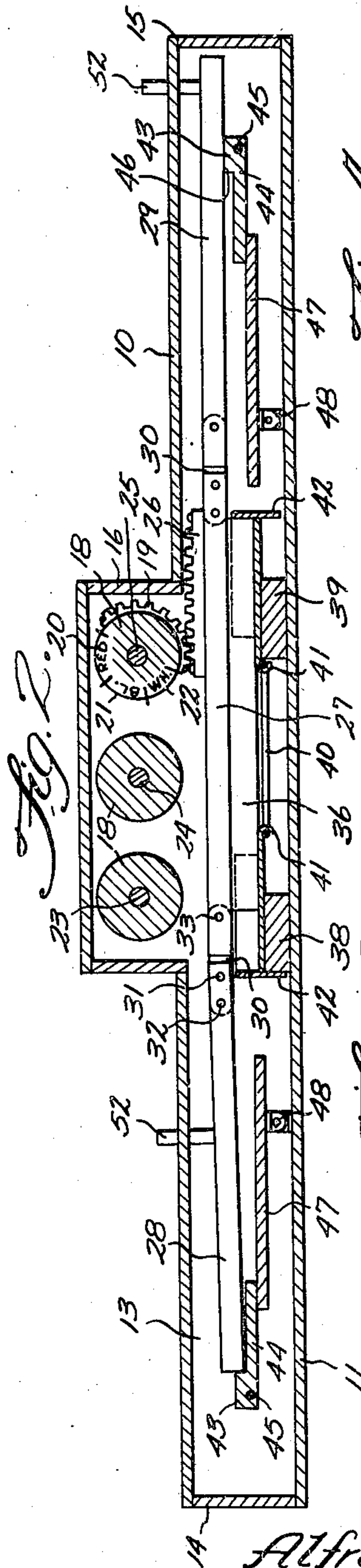
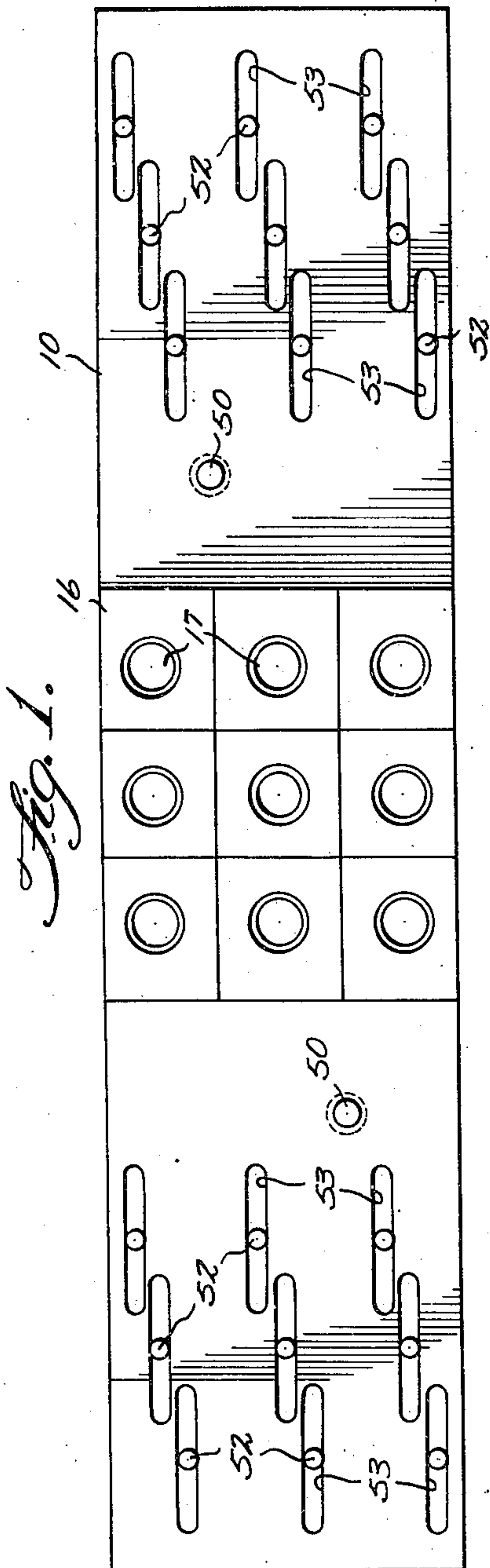
Oct. 4, 1949.

A. CHAREST
GAME BOARD FOR DISPLAYING THREE
LIKE ELEMENTS IN A ROW

2,483,878

Filed Nov. 19, 1947

2 Sheets-Sheet 1



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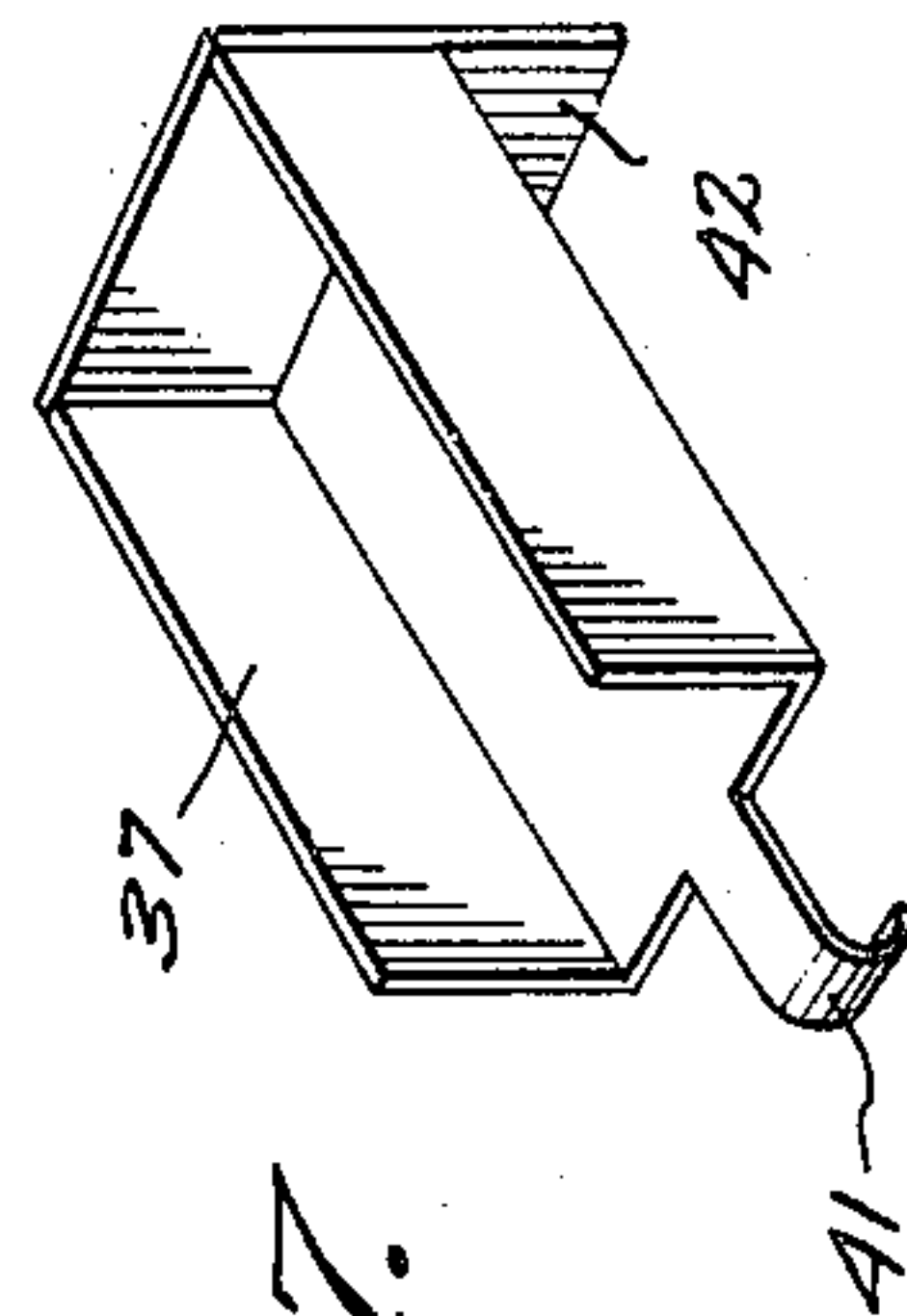
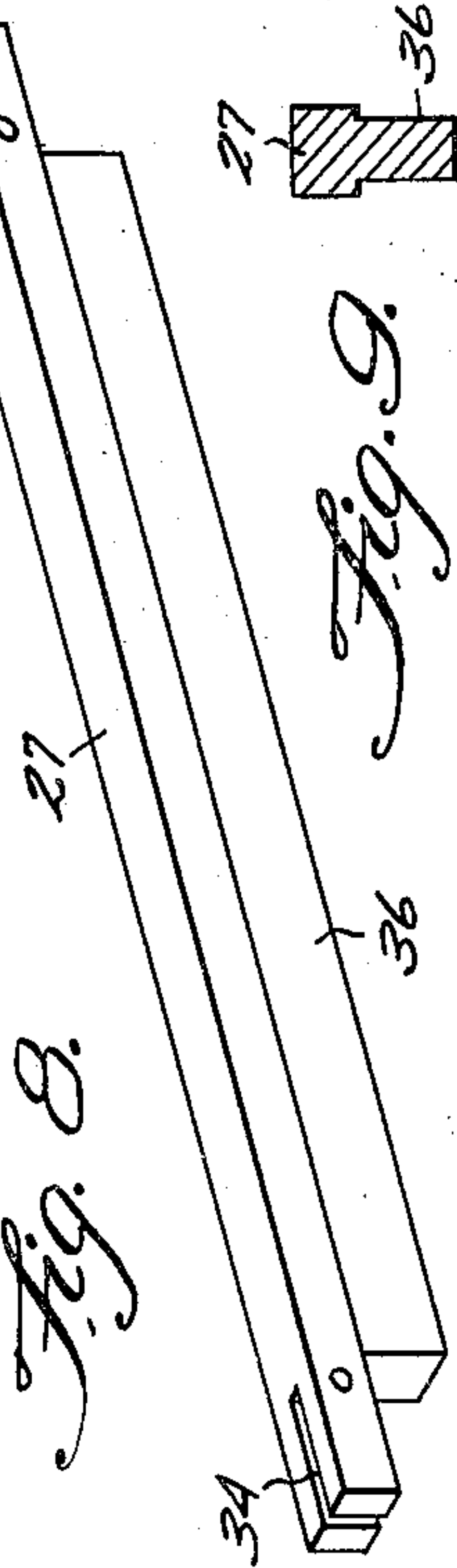
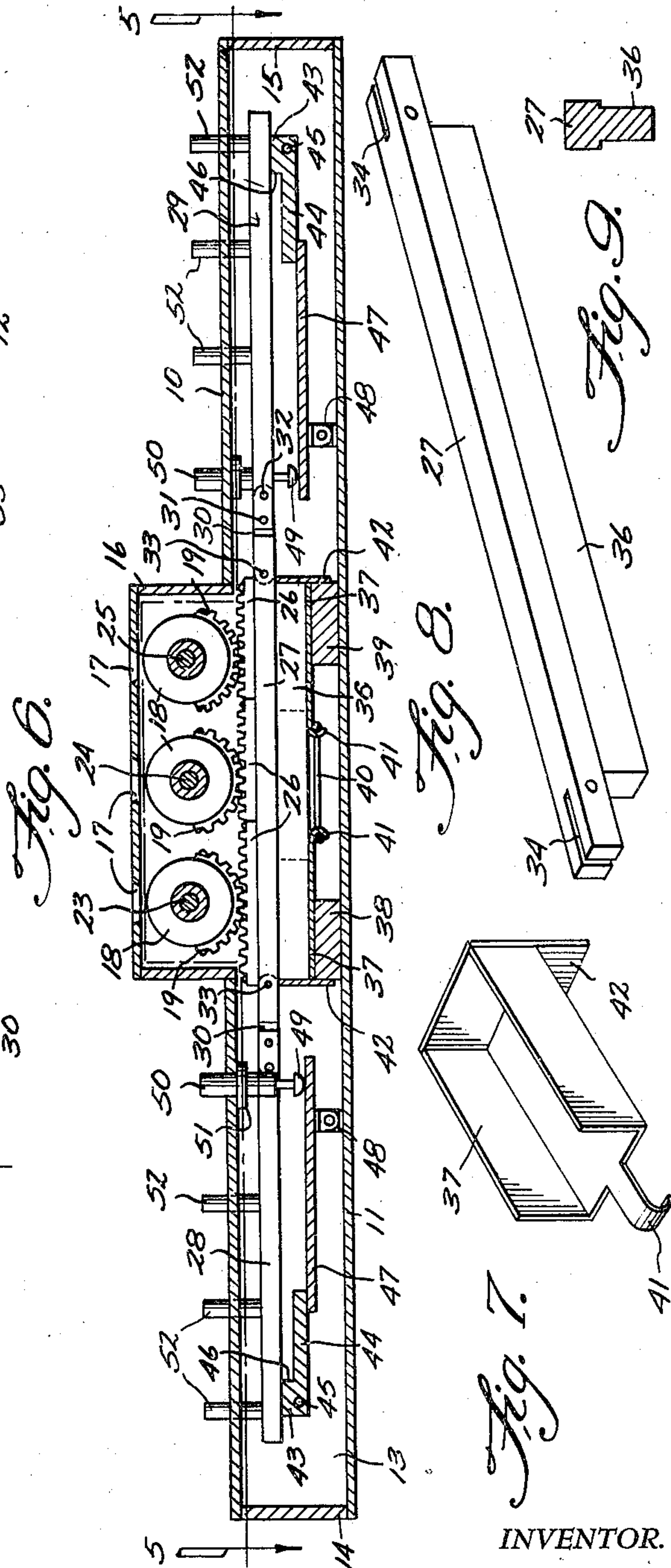
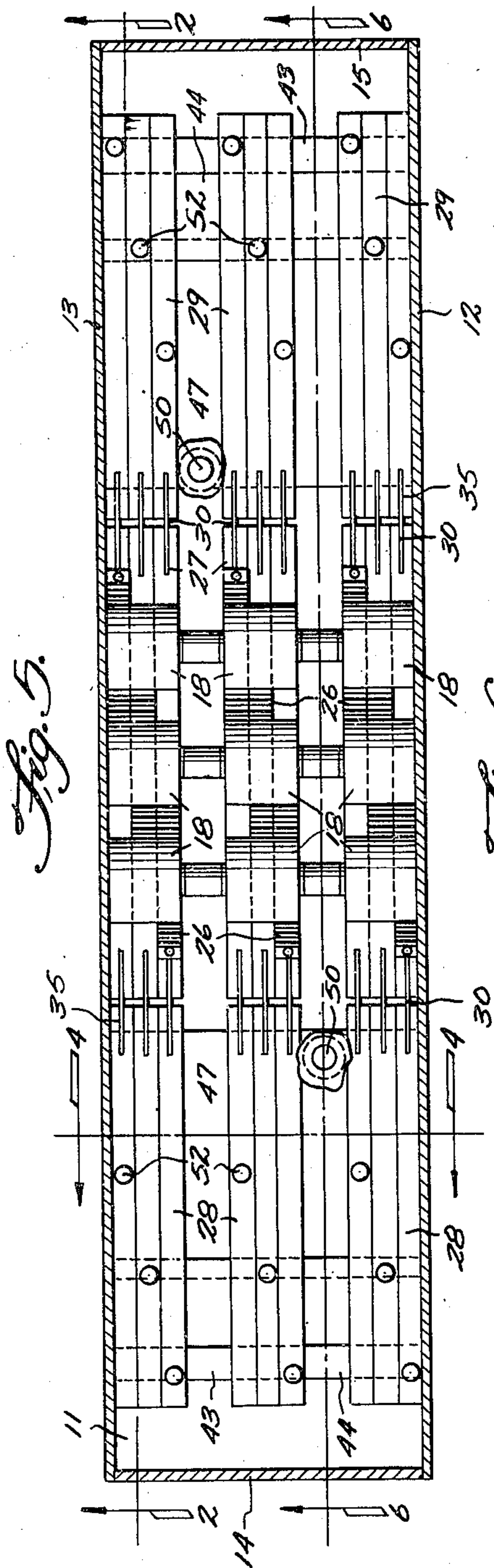
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UNITED STATES PATENT OFFICE

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GAME BOARD FOR DISPLAYING THREE LIKE
ELEMENTS IN A ROW

Alfred Charest, Woonsocket, R. I.

Application November 19, 1947, Serial No. 786,916

5 Claims. (Cl. 273-136)

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This invention relates to games of the type played by two players and particularly players of all ages, and in particular a mechanical toy or game such as the game commonly known as tic tac toe wherein colors are normally actuated to show through nine openings positioned in rows to form a square, and wherein the first player to place his colors in a row, longitudinally, laterally, or diagonally, is the winner of the game.

The purpose of this invention is to provide means for combining a plurality of mechanically operating instrumentalities by which the simple game of tic tac toe may be played with buttons or the like.

In playing the game of tic tac toe it is customary to draw two spaced longitudinal lines and then two similar transverse lines and then the players proceed to mark the squares. By this means it is necessary to use a new sheet of paper with every game or try to crowd the lines in corners, and when the game is played for long periods of time this is objectionable.

With this thought in mind this invention contemplates a mechanically operating game board having a series of slidable bars and levers in combination with grouped openings wherein colors may be displayed through the openings by mechanical means.

The object of this invention is to provide a housing having grouped openings therein and mechanically actuated devices for alternately displaying colors or the like through the openings.

Another object of the invention is to provide a game device in which colors are displayed through openings in which the colors may be actuated from either end of the device.

A further object of the invention is to provide a new combination of slidable bars and levers for actuating elements in playing the game of tic tac toe which is of a simple and economical construction.

With these and other objects and advantages in view the invention consists of the new and novel combination, construction, and arrangement of parts as hereinafter more fully described, set forth in the claims appended hereto, and disclosed in the accompanying drawings, forming part hereof, wherein:

Figure 1 is a plan view of the game board.

Figure 2 is a longitudinal section through the game board taken on line 2-2 of Figure 5.

Figure 3 is a similar view showing one end of the game board with the bar locking lever in the releasing position.

Figure 4 is a cross section through the game board taken on line 4-4 of Figure 5.

Figure 5 is a sectional plan through the game board taken on line 5-5 of Figure 6.

Figure 6 is a longitudinal section through the game board similar to that shown in Figure 2, taken on line 6-6 of Figure 5.

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Figure 7 is a detail showing one of the sockets on the ends of the bars.

Figure 8 is a detail showing the intermediate section of one of the bars.

Figure 9 is a cross section through the bar shown in Figure 8.

Referring now to the drawings wherein like reference characters indicate corresponding parts the game board of this invention includes a housing having an upper surface 10 with a base 11, side walls 12 and 13, and end walls 14 and 15, and in the center of the upper surface is a box-like casing 16 having openings 17 therein.

Cylinders 18 with gear sections 19 thereon and having color areas 20, 21, and 22 on the surfaces thereof are rotatably mounted on shafts 23, 24, and 25 below the openings 17, and the gear sections are positioned to mesh with racks 26 on intermediate sections 27 of the parallel operating bars each of which has end sections 28 and 29. The end sections are hinged to the intermediate sections by spline plates 30 which are held in the end sections by pins 31 and 32, and in the intermediate sections by pins 33. The spline plates are positioned in slots 34 in the intermediate sections 27 and 35 in the end sections. The intermediate sections are provided with tongues 36 the ends of which are held in sockets 37 as shown in Figure 7, and the sockets are freely mounted on cross bars 38 and 39 and resiliently held together by elastic bands 40, the ends of which are held on hooks 41 on the inner ends of the sockets. The outer ends of the sockets are provided with flanges 42 that are held against the outer surfaces of the cross bars 38 and 39, as shown in Figure 6.

The outer ends of the end sections of the bars are positioned on ledges 43 of locks 44 which are pivotally mounted on pins 45 and the upper surfaces of the locks are formed with shoulders 46 that hold the bars as shown in Figure 2. The inner edges of the locks rest on levers 47 that are pivotally mounted on pins 48 through which the levers are positioned to be engaged by buttons 49 at the lower ends of posts 50, as shown in Figure 6. The posts 50 are provided with collars 51 that limit the upward movement thereof and it will be noted in Figure 3 that by pressing downward on the posts the levers will be actuated to raise the inner edges of the locks so that the outer ends of the bars will be raised above the shoulders and the bars will be released so that they may be returned to the neutral positions by the elastic bands.

The outer ends of the operating bars, which are arranged in groups of threes, as shown in Figure 5, are provided with pins 52 that extend through slots 53 in the upper surface 10 of the housing, and by moving the pins in the slots the cylinders are actuated through the gear sections and racks. With one player operating the pins

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on one side and another on the other, both have control of all cylinders and first one player may set a color so that it will show through an opening and then the other player may set a color. The first player to set three of the same colors in a row longitudinally, laterally, or diagonally wins the game and then by pressing the posts 50 the bars will be released and the board cleared. As each bar is moved forward by its pin 52 the outer end drops downward over the ledge 43 and is held against the shoulder 46, as shown in Figure 2, by the elastic band through the sockets 37.

It will be understood that any suitable colors may be used on the cylinders and also that other changes may be made in the design and arrangement of the parts without departing from the spirit of the invention.

What is claimed is:

1. A game comprising a game board having a plurality of longitudinal and transverse rows of openings in spaced relation in the upper surface thereof, cylinders having colored areas on the surfaces thereof positioned in the game board below the openings, means rotatably mounting the cylinders, means actuating each of the cylinders from opposite ends of the game board to display different colors through the openings, means locking the cylinder actuating means, means releasing the locking means, and means returning the actuating means to neutral position when released.

2. A game comprising a game board having a plurality of longitudinal and transverse rows of openings in spaced relation in the upper surface thereof, cylinders having colored areas on the surfaces thereof positioned in the game board below the openings, shafts mounted in the housing and on which the cylinders are rotatably mounted, said cylinders having gear segments thereon, bars slidably mounted in the housing having racks thereon positioned with the racks meshing with the gear segments of the cylinders, pins on the ends of the bars extending through slots in the housing by which the bars are actuated to turn the cylinders, resilient means holding the bars in neutral positions, locks having shoulders positioned to be engaged by the ends of the bars, levers pivotally mounted in the housing and positioned to operate the locks, and posts extending through the housing for actuating the levers.

3. In a game, the combination, which comprises, a game board having a substantially enclosed box-like centrally disposed section projecting above the upper surface of the board, the upper surface of the said box-like section having longitudinal and transverse rows of spaced openings therein and the upper surface of the game board having groups of elongated slots therein, cylinders having colored areas on the surfaces thereof rotatably mounted in the box-like section and positioned below the openings therein said cylinders having gear segments thereon, groups of parallel bars slidably mounted in the game board on opposite sides of the box-like section having pins on the outer ends thereof positioned in the elongated slots and gear racks thereon meshing with the gear segments of the cylinders, said bars having hinged intermediate sections with tongues on the under surface thereof, sockets in which the ends of the tongues are positioned, transverse bars on which the sockets are mounted, said sockets having flanges positioned to engage the transverse bars to provide stops, resilient elements urging the bars through

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the sockets to centrally disposed positions, locks positioned to engage the ends of the bars, levers pivotally mounted in the board positioned to actuate the locks, and posts extending through the upper surface of the board for operating the levers.

4. In a game the combination which comprises an elongated rectangular shaped substantially hollow board having a centrally disposed box like section extended above the upper surface of the board and said box like section having spaced rows of openings in the upper surface thereof, the upper surface of said board having groups of elongated slots in the opposite ends thereof, cylinders having colored areas and gear segments thereon rotatably mounted in the said box like section of the board and positioned to register with the openings in the upper surface thereof, the gear segments of the said cylinders being positioned in staggered relation, groups of parallel bars having gear racks thereon slidably mounted in the board and positioned so that the said gear racks mesh with the gear segments of the cylinders, and slidable elements resiliently urged toward the center of the board positioned to be engaged by said bars for returning the bars to centrally disposed positions, said bars having actuating pins thereon extended through the slots in the upper surface of the board whereby the bars are manually actuated to turn the cylinders to display different colors through the openings of the said box like section of the board.

5. In a game the combination which comprises an elongated rectangular shaped substantially hollow board having a centrally disposed box like section extended above the upper surface of the board and said box like section having spaced rows of openings in the upper surface thereof, the upper surface of said board having groups of elongated slots in the opposite ends thereof, cylinders having colored areas and gear segments thereon rotatably mounted in the said box like section of the board and positioned to register with the openings in the upper surface thereof, the gear segments of the said cylinders being positioned in staggered relation, groups of parallel bars having gear racks thereon slidably mounted in the board and positioned so that the said gear racks mesh with the gear segments of the cylinders, transversely disposed locking elements with shoulders thereon pivotally mounted in the board with the said shoulders positioned to be engaged by ends of the parallel bars to lock the bars in playing position, levers pivotally mounted in the board and positioned to engage the locking bars, and buttons positioned in the board and extended through the upper surface thereof for actuating the levers to actuate the locking elements to release the parallel bars.

ALFRED CHAREST.

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