

H. SKREBERG.

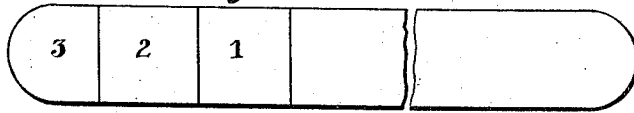
GAME.

APPLICATION FILED FEB. 15, 1919.

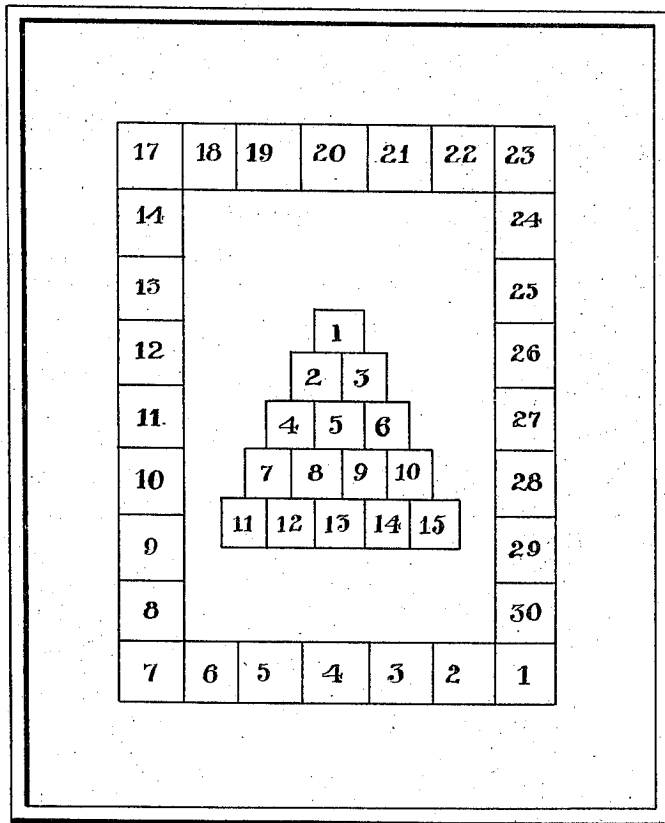
1,316,748.

Patented Sept. 23, 1919.

*Fig. 3*



*Fig. 2*



*Fig. 1*

*C. R. C. Moor*  
*H. A. Plan* Witness

*Inventor*  
*Hans Skreberg*

# UNITED STATES PATENT OFFICE.

HANS SKREBERG, OF BIG BEND TOWNSHIP, CHIPPEWA COUNTY, MINNESOTA.

## GAME.

1,316,748.

Specification of Letters Patent. Patented Sept. 23, 1919.

Application filed February 15, 1919. Serial No. 277,380.

*To all whom it may concern:*

Be it known that I, HANS SKREBERG, a citizen of the United States, and a resident of Big Bend township, in the county of Chippewa and State of Minnesota, (whose post-office address is Milan, Minnesota,) have invented an Improvement in Games, of which the following description, in connection with the accompanying drawings, is a specification, like numerals, etc., on the drawings representing like parts.

My invention relates to games of the class where a mat or board is made use of in connection with certain manipulated playing paraphernalia, and is suitable for entertainment and amusement both for young and old.

My invention while perfectly harmless both morally and physically, requires considerable proficiency in order that the player can become quite expert, and the mental faculties as well as the muscular are required to be brought into play to make a success of the game.

One, two three or four persons can play the game embodying this invention and derive a pleasant pastime by so doing.

My invention is simple as well as cheap and is fully disclosed in this specification, referring now to the drawings.

Figure 1 is a plan view of the present game board.

Fig. 2 is a perspective view of one of the playing blocks.

Fig. 3 is a plan view of the paddle or playing stick used for manipulating the playing blocks.

In Fig. 1 I show a top view of the mat or board comprising the playing surface embodied in my game. As here shown I have arranged in approximately the center of the board or mat a series of fifteen squares arranged in a triangle as shown in Fig. 1. These squares are numbered consecutively from No. 1 to No. 15. Then I have arranged as a border around this triangular portion a series of numbered squares designated as No. 1 to No. 14, and No. 17 to No. 30. I may place a fence or rim around the extreme outer edges of this board to prevent displacement of the playing blocks which are cylindrical in shape as shown and have on each of their two flat faces a high and a low number respectively. To illustrate cylindrical playing block No. 1 may on one face

carry the number 1 and on its reverse face carry the number 30. The other fourteen cylindrical playing blocks carry high and low numbers on their opposite faces, one face graduating upward from 2 to 15 while the other faces graduate downward from 29 to 16.

The above constitutes two component requisites of my game. The third requisite is a hand paddle designated at Fig. 3 as a flat and thin piece of suitable material preferably wood. This paddle has preferably a rounded and a thinned point the object of the same which will be duly disclosed. This paddle has also three or more lines across the faces at places shown and these lines have numbers as shown at 1 2 and 3.

The invention having been shown and described in this specification and accompanying drawings, I will state here that the fifteen cylindrical blocks are placed on the board in the form of a triangle and the player places the paddle on the block and exerts a downward and sidewise movement which cause the block to jump or move from its original place. If the block should jump on the paddle the player will remove it from same and record the number of top face of block and multiply this number by the number of the line on the paddle on which it jumped.

The blocks should be played in rotation that is No. 1, which has on its reverse face No. 30 should be played before No. 2 is played and so on until all blocks have been played and removed up to No. 15/16. Thus if block No. 1 should jump onto paddle on line 3 and its face having No. 30 is up this would count 90.

When playing it is immaterial whether block is jumped onto the paddle or jumped onto one of the numbered squares forming the border around the triangular section. If a block is jumped onto a certain square its upper face number must correspond with the number on the square; as an illustration block 8/23 must be jumped onto either large square No. 8 or large square No. 23. If block 8/23 is jumped onto square No. 23 with the number 23 up it will count 46 while if block No. 8/23 is jumped onto square No. 23 with face having 8 up or this block is jumped onto square No. 8 with face having 23 up it will count only 31. The same ap-

plies to all the blocks and all the large numbered squares except block No. 15/16 which may be jumped onto any of the numbered squares and its number on its top face plus the number of the square onto which it has been jumped will be added.

A rule in this game is that if a block is jumped off from the playing mat or table it must be replaced on the numbered square in the triangle to which it corresponds, and the player is penalized if desired either by the loss of a captured block or by a subtraction of as many points from his totals as the number of the misplaced block may designate.

If it happens that a cylindrical shaped playing block falls on its round portion, a player cannot first right the same, but must play regardless of the position it occupies on the playing mat or table.

The game played as here directed will accommodate two, three or four players. If a person so desires he can play a special "solitaire" or single game as follows: Place blocks No. 1, No. 2 and No. 3 on the corresponding places on triangle shaped portion of the playing mat or board. Try and jump first No. 1 onto the playing paddle then No. 2 and next No. 3. Do not remove the blocks from the paddle but try and get all three onto the paddle. The game could be continued either by replacing the three original blocks and repeating or placing another three—or all fifteen on the mat and playing so that three blocks are jumped onto paddle before being removed, then play for three more and so on until all the fifteen blocks have been jumped off the mat and onto the paddle.

Having thus shown and described my invention and explained how two new games may be played on the same and with the same, what I claim and desire to secure by Letters Patent of the United States is:

1. An amusement device consisting of a board having a playing surface provided with a centrally located series of consecutively numbered squares, and also provided with a surrounding border divided into a plurality of numbered squares, a set of playing blocks corresponding in number to the squares on the central portion of the board and provided on opposite sides thereof with numerals, and a playing stick for manipu-

lating the said blocks over said playing surface.

2. An amusement device consisting of a board having a playing surface provided with a centrally arranged series of numbered squares arranged in substantially triangular formation, and also provided with a border divided into a series of numbered squares designated by an equal number of high and low figures, a set of playing blocks corresponding in number to the squares on the central portion of the playing surface and having on opposite sides thereof respectively a high and low number, whose sum will equal one more than the highest numbered space in the said border, a paddle having a substantially flat springy portion for manipulating the playing blocks, and provided with lines each having a numerical designation.

3. An amusement device consisting of a board having a playing surface provided with a centrally located series of numbered spaces, and provided with a border divided into a plurality of numbered spaces, a plurality of playing blocks for said centrally located spaces and provided on opposite sides thereof with numbers of high and low value, and a paddle for manipulating said blocks about the playing surface, and provided with a series of transverse lines each having a numerical designation.

4. An amusement device consisting of a board having a playing surface provided with a centrally located group of numbered squares, and also provided with a surrounding border divided into a plurality of numbered squares whose total is greater than the centrally located group of squares, a plurality of mobile playing blocks corresponding in number to the squares in the central group and having numerals on opposite sides thereof, and a playing stick for manipulating said blocks on the border and having indicia bearing the relation of a multiplier to the numerals on the blocks.

In testimony whereof I sign my name to this specification in presence of two subscribing witnesses.

HANS SKREBERG.

In presence of—

C. R. C. BLOM,  
MABEL M. BLOM.