



Oct. 11, 1955

W. J. CHAMPION  
GAME COUNTER

2,720,362

Filed Nov. 21, 1951

3 Sheets-Sheet 2

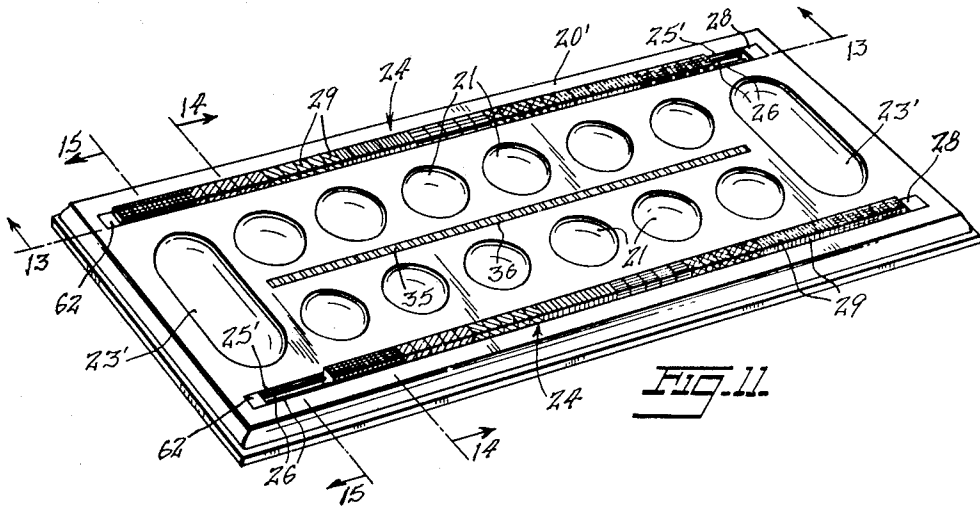


FIG. 11.

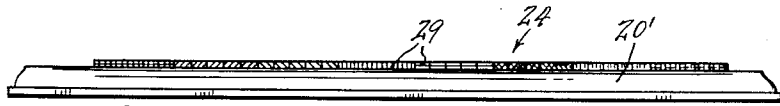


FIG. 12.

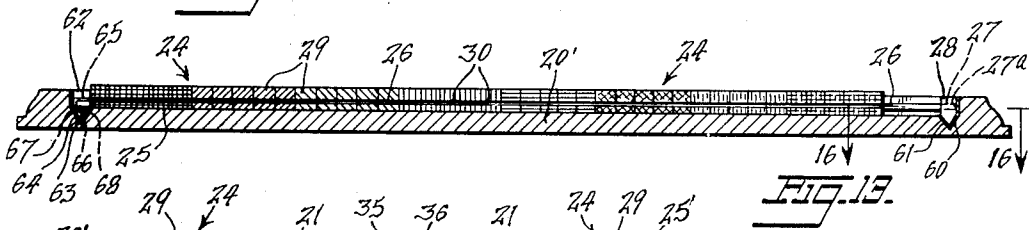


FIG. 13.

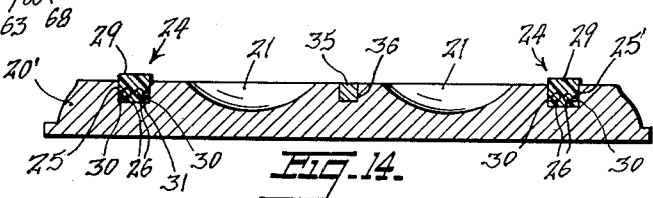


FIG. 14.

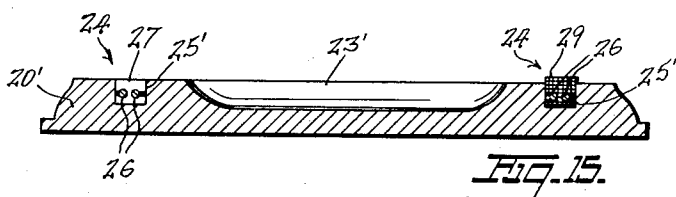


FIG. 15.

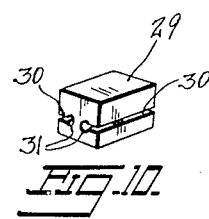


FIG. 16.

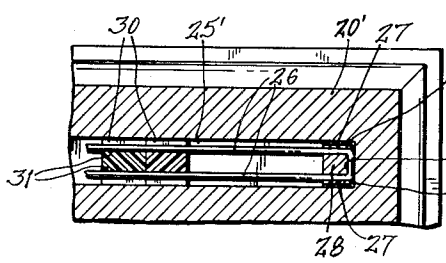


FIG. 17.

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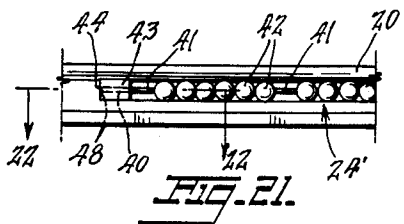
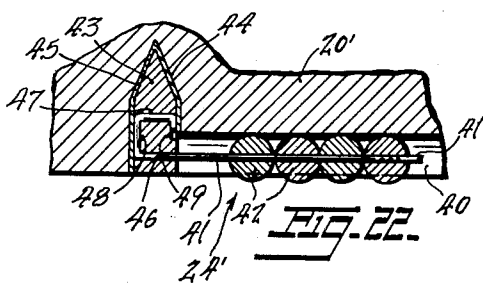
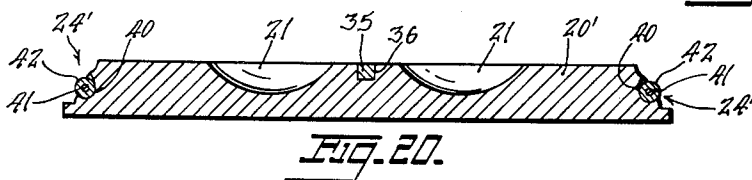
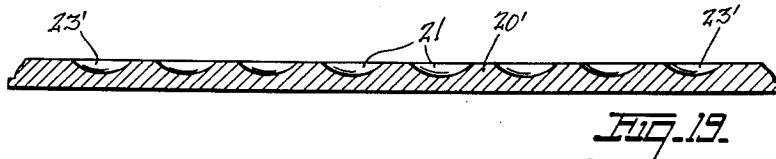
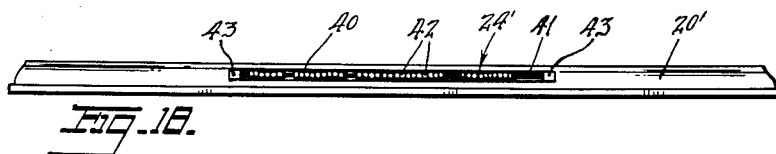
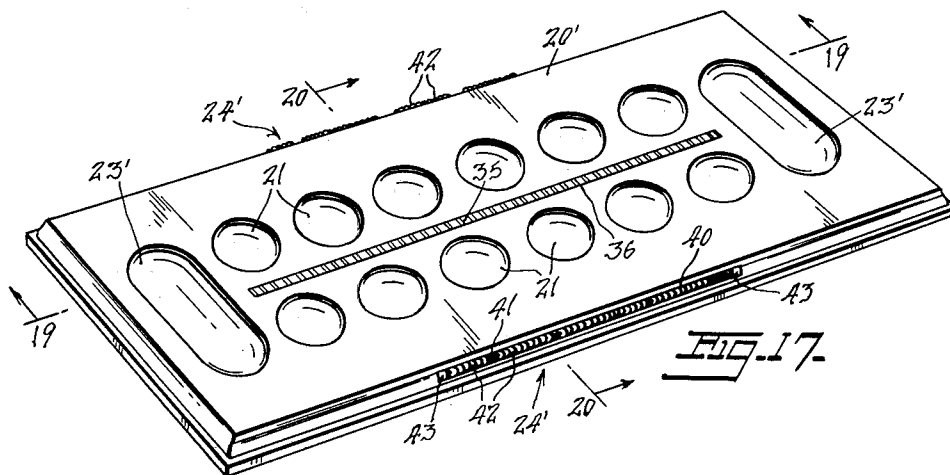
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3 Sheets-Sheet 3



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2,720,362

GAME COUNTER

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1 Claim. (Cl. 235—123)

This invention relates to a new and improved game board for playing the game of Kalah or Mop-up.

More specifically, the present invention proposes characterizing the game board by an elongated board which has a flat top face provided intermediate of its ends with rows of pits into which game pieces are to be placed and which has bowls at either end of the rows of pits into which the players are to eventually accumulate all of the game pieces to win a game.

Still further, the present invention proposes constructing the elongated board to have different shapes with the pits and bowls being differently arranged on the top faces thereof.

Another object of the present invention proposes providing counters along the sides of the elongated board outward of the pits in a manner so that each player can record the score of each game to determine the grand winner when a total of forty points have been scored by one of the players.

The present invention further proposes arranging the counters along the top or side edges of the game board in a manner to be conveniently reached by the respective players.

It is a further object of the present invention to characterize each of the counters by forty slidably mounted members divided into groups of five differently colored members in a manner so that units of five members can be quickly seen at a glance.

The present invention further proposes constructing a game board of the type referred to which is simple and durable, which is effective for its intended purpose and which can be manufactured and sold at a reasonable cost.

For further comprehension of the invention, and of the objects and advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claim in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

Fig. 1 is a perspective view of the game board constructed in accordance with the present invention.

Fig. 2 is a side elevational view of Fig. 1.

Fig. 3 is a bottom plan view of Fig. 1.

Fig. 4 is a longitudinal sectional view taken on the line 4—4 of Fig. 1.

Fig. 5 is an enlarged transverse sectional view taken on the line 5—5 of Fig. 1.

Fig. 6 is an enlarged partial horizontal sectional view taken on the line 6—6 of Fig. 2.

Fig. 7 is a partial vertical sectional view taken on the line 7—7 of Fig. 6.

Fig. 8 is an enlarged partial horizontal sectional view taken on the line 8—8 of Fig. 2.

Fig. 9 is a partial vertical sectional view taken on the line 9—9 of Fig. 8.

Fig. 10 is a perspective view of one of the counter members used in the form of the invention shown in Figs. 1 to 9.

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Fig. 11 is a view similar to Fig. 1, but illustrating the game board constructed in accordance with a modification of the present invention.

Fig. 12 is a side elevational view of Fig. 11.

Fig. 13 is a longitudinal sectional view taken on the line 13—13 of Fig. 11.

Fig. 14 is an enlarged transverse vertical sectional view taken on the line 14—14 of Fig. 11.

Fig. 15 is an enlarged transverse vertical sectional view taken on the line 15—15 of Fig. 11.

Fig. 16 is a partial enlarged horizontal sectional view taken on the line 16—16 of Fig. 13.

Fig. 17 is another view similar to Fig. 1, but illustrating still another modification of the present invention.

Fig. 18 is a side elevational view of Fig. 17.

Fig. 19 is a longitudinal sectional view taken on the line 19—19 of Fig. 17.

Fig. 20 is an enlarged transverse vertical sectional view taken on the line 20—20 of Fig. 17.

Fig. 21 is an enlarged detailed view of a portion of Fig. 18.

Fig. 22 is an enlarged partial horizontal sectional view taken on the line 22—22 of Fig. 21.

In accordance with the first form of the present invention illustrated in Figs. 1 to 10, there is illustrated an improved game board for playing the game of Kalah or Mop-up, which consists of an elongated board 20 having an outline corresponding substantially to the horizontal cross-sectional shape of a ship's hull. The board 20 has a flat top face formed with rows of pits 21 into which game pieces 22 are to be positioned. In Fig. 1, the pits 21 are illustrated as being six in number along each side of the board within each of which three game pieces 22 are positioned for the start of a game. The pits 21 along each side of the board 20 are separated from the pits along the other side of the board by an elongated groove 20<sup>a</sup> see Figs. 1, 4 and 5.

The game board 20 at each of its ends, beyond the ends of the rows of pits 21, is formed with a dished bowl 23 into which as many as possible of the game pieces 22 from the pits 21 are to be accumulated to win the game. The pits 22 are circular in outline and the bowls 23 or Kalahs, as they are known, are triangular in outline to be easily distinguished from the pits.

On Fig. 1 of the drawing, the game pieces 22 are shown to be colorless; however, those game pieces are preferably differently colored using any desired different blending colors to add to the decorative appearance of the game while it is being played. Beyond the aesthetic value, the coloring of the game pieces 22 has no value.

Arranged along opposite sides of the elongated board 20 outward of and parallel to the pits 21, there are counters 24 for recording the score of each game to determine the eventual winner by the scoring of forty points. The counters 24 are each alike in construction and each is characterized by a groove 25 formed in the side of the elongated board 20, see particularly Fig. 5. Extended along each of the grooves 25 there are parallel runs of a non-stretchable cord 26 of gut or other similar durable non-stretchable materials. The intermediate portion of the cord 26 is passed through spaced holes 27 formed in a peg 28 having a force fit in a complementary hole 60 formed in the game board 20. The peg 28 is maintained in position in the hole 60 by a thin layer of mucilage 61, see Figs. 6 and 7. A groove 27<sup>a</sup> connects the ends of the holes 27 on the side of the peg 28 facing the end wall of the groove 25. The groove 27<sup>a</sup> of the peg 28 is of a depth equal to about one-half the diameter of the cord 26 so that when the peg 28 is forced into position in the hole 60 the intermediate portion of the cord 26 where it passes about the face of the peg 28 will be clamped between the material of the peg defining the groove 27<sup>a</sup>

and the material of the game board 20 at the end of the groove 25. The groove 27<sup>a</sup> is essential to prevent the cord 26 from being cut in two when the peg 28 is forced into position.

The ends of the cord 26 of each groove 25 are anchored in position at the other end of the respective groove by a peg 62, see particularly Figs. 8 and 9, which has a force fit in a hole 63 in the game board 20 and which is retained in position by a thin layer of mucilage 64. The peg 62 is formed with spaced pairs of holes 65 and 66 of a diameter to have the ends of the cord passed freely therethrough. The ends of each pair of holes 65 and 66 are connected on the side of the peg facing the end wall of the groove by shallow grooves 67. The inner ends of the holes 66, see Fig. 8, continue into short shallow grooves 68 extended toward the ends of the holes 65 on the inner face of the pegs 62. As in the case of the grooves 27<sup>a</sup>, the grooves 67 and 68 are of a depth equal to about one-half the diameter of the cord 26. From Fig. 8, it is apparent that the inner holes 66 are deeper than the inner walls of the grooves 25 when the pegs 62 are forced completely into position in the holes 63.

To secure the ends of the cords 26 so that the parallel runs of the cords will be pulled taut within the grooves 25, the ends are passed through the holes 65, along the grooves 67, then back through the holes 66 and positioned within the grooves 68. The pegs 62 are then coated with the mucilage and forced into position in the holes 63 so that the end portions of the cords 26 become clamped between the adjacent faces of the material of the pegs 62 defining the grooves 67 and 68 and the material of the game board 20 defining the holes 63.

Slidably mounted on the parallel runs of the cords 26 and positioned within the grooves 25, there are pluralities of the counter members 29, one of which is shown in detail in Fig. 10. Each of the counter members 29 is formed of a synthetic resinous material and has grooves 30 extended in from their opposite sides. The grooves 30 are of width less than the diameters of the cords 26 so that the cords must be forced therethrough. At their inner ends, the grooves 30 terminate in enlarged passageways 31 in which the cords 26 are eventually slidably positioned to have freedom of sliding movement along the lengths of the cords 26.

If desired, the counter members 29 can be made without the grooves 30 in which case the ends of the cords 26 must be threaded through the passageways 31 of the counter members. It has been found, that the counter members 29 can be more easily positioned on the cords 26 if they are provided with the grooves 30 in communication with the passageways 31.

As shown in Figs. 1 and 2, the grooves 25 are longer than the total length of the counter members 29 when they are positioned at one end of the respective groove so that the counter members can be slid along the length of the grooves for counting purposes. Furthermore, the counter members 29 of each groove 25 are separated into visible groups of five each, by having each adjacent group of five counters colored a different color. Beyond providing for that visible separation, coloring of the counter members is unimportant. At a start of a series of games, all of the counter members 29 are positioned at one end of the groove and the series is won when one of the players has moved all of his counter members to the other end of the respective groove.

The elongated board 20 is supported in an elevated position on a pedestal 32 which is secured to the bottom face of the board by a screw 33, see Fig. 4. The bottom face of the pedestal 32 is covered by a piece of non-marring material 34 which is adhesively secured in position.

The game board is used for playing a game of Kalah or Mop-up as follows:

The game is best suited for two players, but if desired the game can be played using teams of equal numbers of

players with the players of each team taking turns. The elongated board 20 is positioned between the players with a row of pits 21 facing each player and with a bowl or kalah 23 at the right of each player and with all of the counter members 29 of the respective counter 24 positioned at one end of the respective groove 25.

The number of playing pieces 22 used depends upon the time available to play and the age of the players. For a short game or for youthful players three game pieces 22 are placed in each pit 21, as shown in Fig. 1. Adults wishing to play a more complex game use four, five or six pieces—with six pieces in each pit making the most interesting game.

The starting or first player is selected by lot or agreement with the start alternating in succeeding games. The starting player removes all of the pieces 22 from one of the pits 21 on his side of the board. The selection of the pit from which the pieces are removed is made to gain the desired advantage and in accordance with the scheme of play of the player. Leaving that pit empty, the player begins distributing the game pieces 22 one by one in each of the pits 21 moving around to the right or in a counter-clockwise direction toward his bowl or kalah 23. Distribution of the game pieces 22 continues as long as they last. If there are enough game pieces to reach beyond his own bowl or kalah 23, the remaining pieces are distributed one by one into the pits 21 on the opposite side of the board 20 until all from the starting pit are used up. The game pieces 22 placed in the pits on the opposite side of the board 20 belong to the other player. The only place skipped in distributing the game pieces 22 is the bowl or kalah 23 of the opponent. Once a player has placed a game piece 22 into his own bowl or kalah 23 it remains there until the end of the game.

The method of play in distributing the game pieces 22 one by one around to the right is subject to the following two simple rules:

1. If the last game piece 22, of those removed from the pit lands in the player's own bowl or kalah 23, that player may have another turn. By planning to have the right number of game pieces in two or more pits 21 it is possible to have several turns in succession.

2. If the last game piece 22 is placed in an empty pit 21 all of the game pieces in the laterally aligned pit of the opposing player are captured. The captured pieces together with the piece making the capture are removed and placed in that player's bowl or kalah 23. A capture ends that player's turn.

In reaching an empty pit on your own side, it makes no difference whether the player moves a single game piece one pit or distributes the pieces around the board and back to his own side.

One single game or play is ended when all of the pits 21 on one side of the game board 20 are empty. All game pieces remaining in the pits on the opposite side go into the kalah 33 on that side. The score is arrived at by determining the number of game pieces captured from the opposing player and not by emptying the pits 21. The score is quickly counted by restoring the original number of game pieces 21 to each of the pits 21 and then counting the game pieces which remain. For instance, if one player has four pieces left over, the score of that game is four to nothing. The player scoring four then moves four of his counter members 29 to the other side of his counter 24, while the other player moves no counter members.

The players are then ready to start another game playing in the manner just outlined. A series of games ends when one of the players reaches a total of forty points in which case all of that player's counter members will be moved to the other end of the respective groove 25. In tournaments, the eliminating score is also forty.

In the modification of the invention shown in Figs. 11 to 16, the elongated game board 20' is rectangular in

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outline and has a flat bottom face upon which it rests. The top face has the parallel rows of the circular pits 21 and at the ends of the rows of pits the bowls or kalahs 23' which are elliptical in shape.

The pits 21 on each side of the board 20' are separated by an elongated strip of decorative material 35 which is set flush into a groove 36 formed in the top face of the board 20'. The strip of material 35 is preferably adhesively secured in position and might be a piece of ivory, ornamented metal or any other similar material.

The counters 24 are similar in construction to that described in connection with Figs. 1 to 10 distinguishing only in the fact that the grooves 25' are formed in the top face of the board 20' outward of and parallel to the rows of pits 21. The end pegs 28 and 62 have their top faces flush with the top face of the board 20' but the counter members 29 are of a thickness to extend above the top face of the game board 20' so that a grip may be had thereon for moving the counter members 29 relative to the cords 26 upon which they are slidably mounted.

In all other respects, the construction and manner of play using the game board shown in Figs. 11 to 16 is similar to that described in connection with Figs. 1 to 10 and like reference numerals are used throughout to identify like parts.

The form of the invention shown in Figs. 17 to 22 is similar to that described in connection with Figs. 11 to 16 distinguishing only in the construction of the counters 24'.

The counters 24' in the form of the invention shown in Figs. 17 to 22 are characterized by elongated grooves 40 formed along the longitudinal side faces of the board 20'. Extended longitudinally in each of the grooves 40, there is an elongated cord 41 upon each of which a plurality of apertured beads 42 are slidably mounted. As in the previous forms of the invention, each cord 41 carries forty beads 42.

The ends of the cords 41 are anchored in position at the ends of the grooves 40 by pegs 43 having a force fit in a complementary hole 44 formed in the game board 20' at the ends of the respective groove 40. The pegs 43 are retained in position within the holes 44 by a thin layer of mucilage 45, see particularly Fig. 22. Each peg 43 is formed with a spaced pair of holes 46 and 47 of a diameter so that the ends of the cord 41 can be freely threaded therethrough. The ends of the holes 46 and 47 on the outer side of the peg 43 facing the end wall of the groove 40 are connected by a shallow groove 48. The end of the innermost hole 47 on the side of the peg 43 facing the groove 40 is formed with a short shallow groove 49 extended toward the adjacent end of the hole 46. The shallow grooves 48 and 49 are of a depth equal to about one-half the diameter of the cord 41 so that when the pegs 43 are forced into position within the holes 44 the end portions of the cords will not be cut off.

In assembling the game board, the ends of the cords 41 are passed through the holes 46, extended along the grooves 48, then back through the holes 47 and laid within

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the grooves 49. The pegs 43 are then coated with mucilage and forced into position within the holes 44 so that the portions of the cords 41 exposed within the grooves 48 and 49 become clamped between the material of the game board 20' defining the holes 44 and the material of the pegs 43 defining those grooves 48 and 49. With the cords 41 thus anchored tautly in position, the beads 42 are free to be moved along the lengths of the cords 41 within the grooves 40.

In all other respects, the form of the invention shown in Figs. 17 to 22 is the same as that described in connection with Figs. 11 to 16 and like reference numerals are used to identify like parts throughout the several views.

While I have illustrated and described the preferred embodiments of my invention, it is to be understood that I do not limit myself to the precise constructions herein disclosed and the right is reserved to all changes and modifications coming within the scope of the invention as defined in the appended claim.

Having thus described my invention, what I claim as new and desire to secure by United States Letters Patent is:

In combination with a game board having side walls with elongated grooves therealong and sockets at the ends of the grooves extending at right angles thereto, pegs mounted in said sockets, said pegs being square in cross-section at their base portions, each of said pegs having transverse openings through its base portion and a groove in one of its side surfaces communicating with the openings therein, each of the pegs in said sockets at one end having a groove in its opposite side surface extending partly thereacross, an elongated looped cord extending along each elongated wall groove, through the openings in the pegs and along the grooves in the side surfaces thereof, the ends of the cord being anchored in the grooves in the side surfaces extending partly across said surfaces, and indicating members slidably and removably supported on the reaches of the looped cord, said indicating members each having a rectangular-shaped body with grooves along the opposite long sides thereof loosely receiving the reaches of the cord.

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