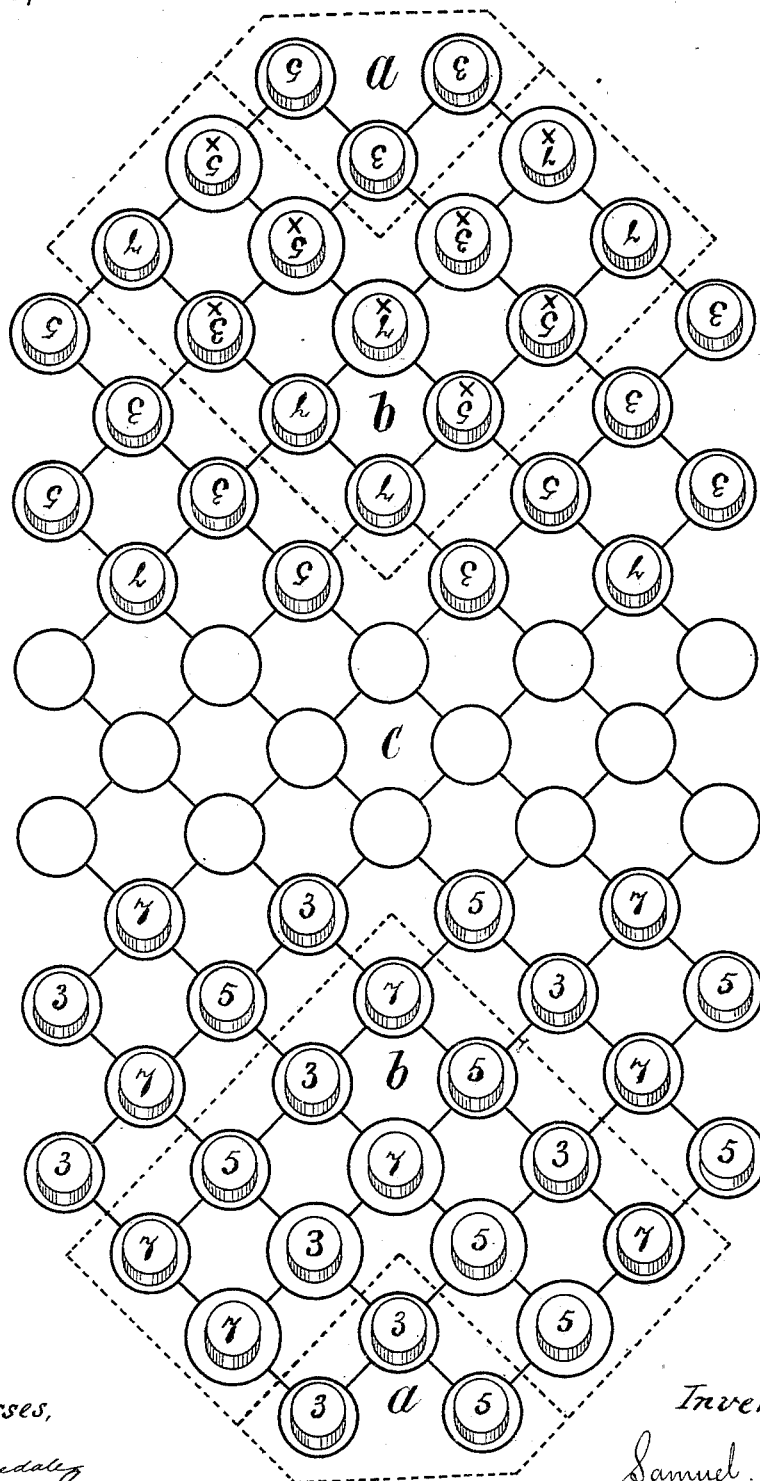


(No Model.)

S. R. CLARKE.
GAME APPARATUS.

No. 454,596.

Patented June 23, 1891.



Witnesses,

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UNITED STATES PATENT OFFICE.

SAMUEL R. CLARKE, OF QUEBEC, CANADA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 454,596, dated June 23, 1891.

Application filed October 17, 1890. Serial No. 368,488. (No model.)

To all whom it may concern:

Be it known that I, SAMUEL R. CLARKE, a subject of the Queen of Great Britain, residing at Quebec, in the Province of Quebec, Dominion of Canada, have invented and produced a new and original Game Apparatus, which has not, to the best of my knowledge and belief, been patented, published, or otherwise made known, either wholly or in part, in any country.

I give the following as the specifications, reference being made to the drawings, forming a part thereof.

My game may be played by or between two persons, and the apparatus consists of a board or platform, on which are described and marked sixty-eight (68) circles, connected by lines touching the periphery of each circle, said lines running in a diagonal direction from the sides of the board, and two sets of movable or playing-pieces, twenty-seven (27) for each side or player, making fifty-four (54) pieces for each board, as shown in the accompanying drawing. The boards and sets of pieces may be constructed of any competent dimensions and any material suitable for the purpose.

The general plan or field of play is divided into five (5) sections, which are denominated the "reserve grounds" *a a*, the "forts" *b b*, and the "field" *c*. The limits of the reserve grounds and the forts are indicated by dotted lines in the drawing. Within the limits of the reserve grounds at each end of the board there are three (3) common circles, and within the limits of the forts at each end there are five larger and seven common circles. The several sections or divisions are designed to be of adverse colors, the better to distinguish them—the reserve grounds to be of one color, the forts of another color, and the field of yet another color. All the circles may be of a color similar to that of the field. The two sets of playing-pieces pertaining to each board are also designed to be of adverse colors, the better to distinguish the one from the other. In each set of playing-pieces there are nine (9) marked 3, nine are marked 5 and nine are marked 7 on the one side or face, and on the reverse side of each piece its distinctive mark is repeated with the addition of a cross, thus, $\frac{3}{\times}$, $\frac{5}{\times}$, $\frac{7}{\times}$, as shown in the drawing. Any other figures, types, or symbols may, however, be

used as distinguishing-marks. The sides or faces of the pieces marked by a single figure may be designated as "three," "five," and "seven," simply. The reverse sides, which have the additional mark, may be designated as "knight 3," "knight 5," and "knight 7," respectively.

The relative values or powers of the pieces for the purposes of the game are as follows, viz: 3, knight 3; 5, knight 5; 7, knight 7, the 3 being the lowest and knight 7 being the highest in the play. Under certain conditions of the game a piece may become a "knight," so called, thus attaining to a higher degree of value, as above described, which is shown by turning it over or reversing its sides or faces. Then, for example, a knight 3 becomes equal in value to a 5, and a knight 5 becomes equal to a 7 for the purposes of the game, as shall hereinafter be explained.

In playing the game the board is so placed that the reserve grounds are nearest or next to the players. To effect a uniform distribution or alignment of the playing-pieces on the board according to their value they are placed in the following manner at the beginning of the play, viz: Taking the rows of circles horizontally across the board (not following the direction of the lines connecting the circles) from left to right, a piece marked 3 is placed within the lower left-hand circle, which 3 is followed by a piece marked 5. Then a piece marked 7 is set in the next succeeding row above, always from left to right. This order of setting the pieces is preserved by each player on his side of the board until the sets are exhausted. When the pieces are so placed, all the circles will be occupied up to and including the rows which are on a line with the apex or upper angle of the forts, leaving three rows vacant between the opposing sets, as shown in the drawing. This order of setting or aligning the pieces may be changed in many ways, such as beginning at the upper row and reversing the order above described, reversing the order of value, as 7, 5, 3, beginning at either side and following an upward or downward direction vertically or diagonally, &c., all of which give change or variety in the distribution of the pieces according to their rating of value or power. Each player is to preserve a similar order of

setting the pieces. In this variety and in the simplicity of the different arrangements lies one of the chief merits of the invention or game.

5 In playing the game the moves are made diagonally to right or left and toward the opposing side, following the direction of the lines connecting the circles, the players moving the pieces alternately. A knight-piece, 10 however, may be moved in opposite directions, as shall hereinafter be explained. The pieces capture opposing pieces according to their relative value. Thus a 3 may capture a 3, but not a 5 or a 7; a 5 may capture a 3 15 or a 5, but not a 7—that is to say, a piece may capture any opposing piece of like value or any piece below that value, but not any above its own value; but when any piece marked 3 or 5 has, according to the rules of 20 the game, been moved into any circle within the adversary's fort it becomes a knight and is turned over or its faces reversed to show its increased value. The pieces marked 7 do not become knights until they have, according 25 to the rules of the game, been moved into the larger or inner circles of the forts of the adversary.

On attaining to the increased value as knights the power to capture is as follows, 30 viz: A knight 3 may capture a 3, a knight 3, or a 5. A knight 5 may capture a 3, a knight 3, a 5, a knight 5, or a 7. A knight 7 may capture any piece on the board, conditions permitting, it being the highest in value— 35 that is to say, equals capture equals and all below equality in value.

In addition to the increased power to capture, any piece on becoming a knight may 40 move backward or forward on the board, providing the lines connecting the circles are followed, as hereinbefore described.

The reserve grounds are designed as "safe- 45 guards" or "defense" to the larger circles within the forts, and the pieces of neither player are moved into them. Any piece occupying the reserve grounds may capture any piece of the adversary's which is moved into the larger circles, provided the power and conditions ex-

ist; but if a piece is moved from the reserve grounds into any of the larger circles within 50 the forts it may not be captured by an adversary's piece passing over it into the reserve grounds. The reserve grounds, once abandoned, may not be re-entered, unless by mutual consent of the players. 55

The ultimate object of each player is to take and hold the fort of his adversary while holding his own against attack. A fort is considered taken when a player has such possession that none of the defending pieces remain in it, or, if any remain, they are so surrounded as to preclude a move. 60

What I claim as my invention, and desire to secure by Letters Patent, is—

1. A game-board provided with a series of 65 circles divided into five groups—a central group *c*, end groups *b*, and intermediate groups *a*—all substantially as shown.

2. A game-board provided with a series of circles and connecting-lines, the circles being 70 arranged or divided into five groups—two groups *a* *b* at each end and an intermediate group *c*—all substantially as shown.

3. In a game, two or more sets or series of movable pieces of different values, each piece 75 of each series or set bearing upon each face a character to designate its value in the set to which it belongs, and upon one face an additional character to indicate the increased value it may be given, all substantially as 80 shown and described.

4. The herein-described game apparatus comprising a board provided with a series of circles or other geometric figures connected 85 by diagonal lines to form guides for the movement of the pieces to be used on the board, and two or more series or sets of pieces of different values, each piece of each series bearing upon each face a character to designate 90 its value and upon one face an additional character to indicate an increased value.

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Witnesses:

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