

(No Model.)

D. M. PICKETT.
GAME APPARATUS.

No. 455,054.

Patented June 30, 1891.

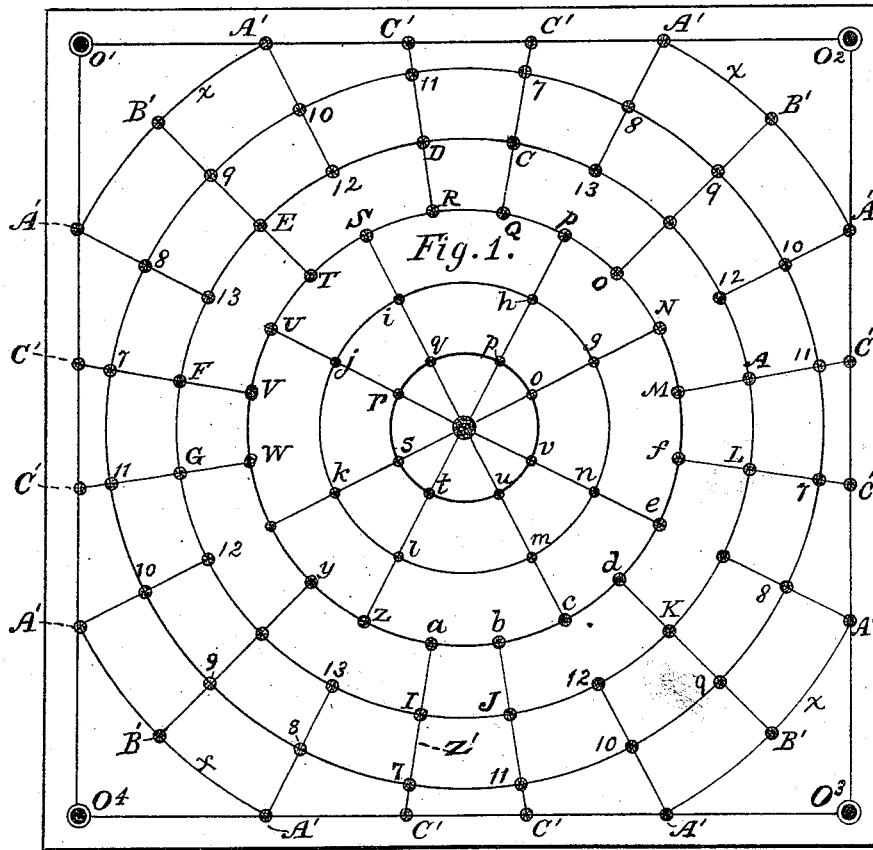


Fig. 2.

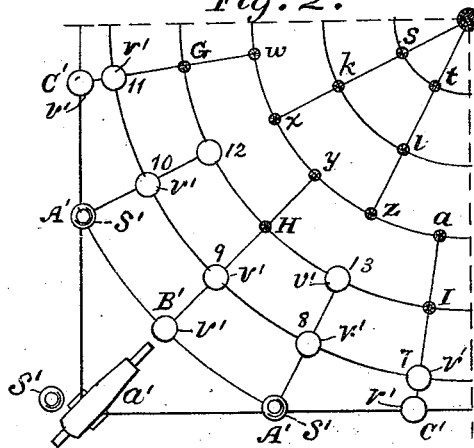
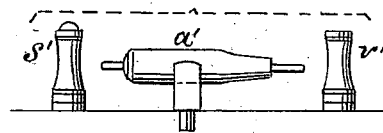


Fig. 3.



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UNITED STATES PATENT OFFICE.

DAVID M. PICKETT, OF DEARBORN, MICHIGAN, ASSIGNOR OF ONE-THIRD
TO SAMUEL WESLEY BARKWELL, OF SAME PLACE.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 455,054, dated June 30, 1891.

Application filed November 6, 1890. Serial No. 370,442. (No model.)

To all whom it may concern:

Be it known that I, DAVID M. PICKETT, a citizen of the United States, residing in Dearborn, in the county of Wayne and State of Michigan, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

This invention relates to that class of games in which a game-board and men or images to be moved thereon by the players are used; and it consists of an improved game apparatus, as hereinafter described and claimed.

In the drawings referred to, Figure 1 represents a plan of the game-board. Fig. 2 shows a part of the board with men or images in position thereon. Fig. 3 illustrates the objects used in connection with the board.

The game-board has a number of concentric circles marked thereon, the entire field being inclosed by a square, which is intersected by segments α of a circle, as shown. A series of radial lines, regularly spaced and intersecting said circles extend outward from the center, certain portions of said radial lines being broken away or left vacant. Stations for men to be moved are located at the intersection of lines. Thus the radial lines which run from the center of the field to the stations A' on the marginal line are broken away or omitted, preferably between the third and fourth circles from the center, and the radial lines running to stations B' and C' are omitted, preferably between the center and the third circle therefrom. Stations O', O², O³, and O⁴ are located severally at the corners of the square inclosing the field, and holes are made in the board at said corner-stations for setting a cannon a' at each of said stations.

The guns a' are provided with small rods or shafts, which may be discharged by a stroke of the finger or by means of a spring placed in each gun. The guns may be turned pivotally, so as to be directed to any part of the field.

The game may be played by four persons, one being posted at each corner of the field,

and when played by partners, two on a side, the partners sit diagonally opposite to each other. The board is adapted for several different games, the guns a' being used in some of them, when one gun is posted at each of the corner-stations O' O² O³ O⁴. Four sets of men are placed on the board, one set for each player being arranged on each quarter-section of the field, as seen in Fig. 2. An officer is posted at the gun in the corner station, and an officer is posted at each of the stations A'. A private is posted on each of the stations B', C', 7, 8, 9, 10, 11, 12, and 13, making three officers s' and ten privates v' on each quarter-section of the field to be moved by one of four players. In playing, an officer may be moved in any direction on the lines to one station at a time, such station being vacant. A private cannot be moved over the same line twice, but can be moved in any direction, provided he is not moved on the same line a second time. An officer or private can jump whenever an enemy chances to stand on the next station, a vacant station being beyond on the same line, and he can continue to jump several times in succession, there being intervening vacant stations, subject, however, to the rules governing the movements of officers and privates. For instance, a private stationed at C' at the outer end of radial line z' may jump over station 7 to station I, over J to 12, over 10 to A', and over the next station C' to the station from which he started. He would then be obliged to move to the near station A' on his own quarter of the field. From thence he could move to stations 8, 13, I, &c., but not to stations J or 7. An officer, however, could go over the same lines he had been over before. If the said private should move from 8 to 7, instead of 13, he would then have to move to 11, 10, and 9 in order to get out, and he could then move to B' or 8 or K, &c.

A gun can only be used by a player when there is an officer, who is styled a "gunner," standing by the gun, said officer being the only man who can be shot at on his own ground. In order to make a shot effective, the man shot at must be knocked over, and all men that are knocked over must be taken from the board. If the player in discharging a

gun hits any of his own men, knocking them down, such men must be removed from the board, whether the player hits the man he aimed at or not.

5 It is an object with a player to get one of his men stationed at a gun of his opponent, when such man becomes a gunner, and the gun can be turned on the opponent's men in that quarter if the captor so desires, it being
10 optional with the captor to use the captured gun or his own or to move. A shot counts as a move, and if a gunner is shot another officer must be moved in the usual order and posted at the gun before it can be used again.
15 Losing a fort does not debar a player from playing as long as he has any men left, as he may be able to recapture his fort or take an enemy's fort or assist his partner.

In playing one of the games in which the
20 guns are used each player may arrange his men to suit himself on his quarter of the board. A player then points out the man he intends to shoot at. If he hits the man indicated and knocks him over, he takes all other
25 men of his opponent that he may have knocked over by the same shot; otherwise any men except his own that he may have knocked over by the shot can be set up again. When a player misses his man, the next
30 player begins.

Another game which may be played on the board consists in the placing by partners of a man on the center of the board and on each of the stations *o*, *p*, *q*, *r*, *s*, *t*, *u*, and *v*, thus
35 forming a complete circle of men, with a man in the center. In this game a private attains

all the powers of an officer as soon as he reaches the center or passes over it in jumping. When a private reaches the center, he is inverted to indicate his new character or
40 rank.

I claim—

1. A game-board designed for four players, provided with a series of concentric circles marked thereon and a series of radial lines
45 extending outward from the center of said circles and intersecting the latter, some portions of said radial lines being broken away or omitted, and a square inclosing said circles and radial lines, in combination with a
50 series of figures representing officers and men to be stationed and moved on said board, substantially as and for the purposes set forth and described.

2. The combination, with the board pro-
55 vided with a series of concentric circles and radial lines intersecting said circles, some of said lines being broken away or left vacant between certain circles, as shown, and a
60 square inclosing said circles and radial lines, of a series of figures representing officers and men to be stationed at points of intersection on said board, and cannon to be stationed at the corners of said square, substantially as set
65 forth and described.

In testimony whereof I have affixed my signature in presence of two witnesses.

DAVID M. PICKETT.

Witnesses:

CLEVELAND HUNT,
JUNO MICHAELIS.