

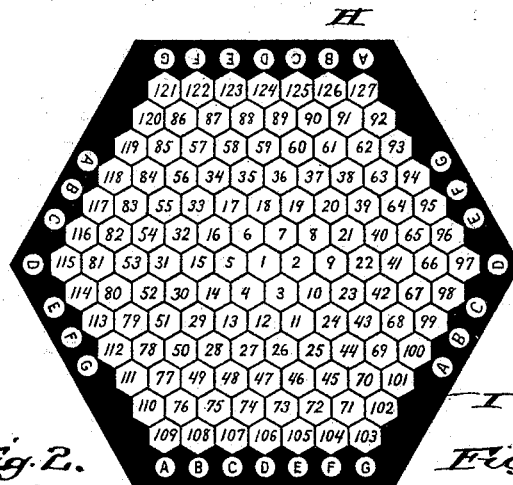
(No Model.)

C. E. BOYER.  
GAME BOARD.

No. 526,373.

Patented Sept. 25, 1894.

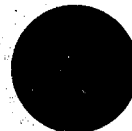
*Fig. 1.*



*Fig. 2.*



*Fig. 3.*



*Witnesses,*

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# UNITED STATES PATENT OFFICE.

CAMILLA E. BOYER, OF PHILADELPHIA, PENNSYLVANIA.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 526,373, dated September 25, 1894.

Application filed July 26, 1892. Serial No. 441,332. (No model.)

*To all whom it may concern:*

Be it known that I, CAMILLA E. BOYER, a citizen of the United States, residing at Philadelphia, in the county of Philadelphia and State of Pennsylvania, have invented a certain new Game-Board; and I do hereby declare that the following is a full, clear, and exact description of the same.

This invention relates to certain new and useful improvements in game boards, and to this end the invention consists in the various features of improvement more fully hereinafter described, shown in the accompanying drawings and then specifically defined in the appended claims.

The device is clearly illustrated in the accompanying drawings, in which—

Figure 1, is a plan view of the board. Figs. 2 and 3 are like views of the pieces used in playing the game.

H designates the game board which is of hexagonal shape and provided with an outer margin I of a color to distinguish it readily from the central portion of the board. Upon oppositely disposed sides of the board are arranged within the margin I sets of seven each of circular spaces which in the drawings are indicated by the letters A, B, C, D, E, F and G.

The portion of the board within the margin I is divided into small hexagonal spaces. These small hexagons are arranged in rows parallel with the side edges of the board, seven hexagons being placed in the outer row, eight in the second, nine in the third, ten in the fourth, eleven in the fifth, twelve in the sixth, and thirteen in the seventh row, this arrangement being the same in counting from any one of the straight outer edges of the board.

In playing the game, either two or four persons may participate each player being provided with six pieces, such as shown in Fig. 3 of the drawings, and one piece such as shown in Fig. 2, which latter piece is called "king," the pieces of each player being distinguished from those of the other players by a particular distinguishing color. For instance, the pieces of one player may be black, and another red, &c., while the kings are designated by a hexagonal space of white, as shown. Each player arranges his seven pieces upon the seven spaces A, B, C, &c., upon his particular side of the board, with his king on the space D. The moves are made in rota-

tion, each piece being moved one space only at a time, the moves being in any direction excepting backward. To win the game it is necessary that the player should so move as to place his "king" upon the central hexagon of the board, and to surround on the six adjacent hexagons with his six other pieces.

This general outline of the game it is thought will suffice for the purpose of this application, though it is at once evident that the game may be varied by prescribing rules regulating the movements of the pieces, the object sought however, by each player being to place his king upon the central hexagon and to surround the same with his men, as stated.

The spaces designated by letters, arranged outside of the hexagon and upon oppositely disposed sides of the board, are important, as they are the points upon which the pieces are placed at the commencement of the game, and to these spaces they are returned at intervals during the playing of the game. The letters or other marks by which the several spaces are designated, serve to insure the proper placement of the pieces.

Having thus described my invention, what I claim to be new, and desire to secure by Letters Patent, is—

1. A game board hexagonal in form divided into one hundred and twenty-seven positions, or spaces, the central portion or space being the point of attack and defense, substantially as shown and described.

2. A game board hexagonal in form, divided into one hundred and twenty-seven positions or spaces, each of the six sides having on it seven positions or spaces the central position being that of attack and defense, substantially as shown and described.

3. A game board hexagonal in form, divided into one hundred and twenty-seven positions or spaces, each of the sides of the hexagon having on it seven positions or spaces, the central position being that of attack and defense, and each side having small spaces outside of the said one hundred and twenty-seven positions or spaces, and the same distinguished from the spaces of the board by different characters, substantially as shown and described.

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Witnesses:

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