

No. 647,887.

J. W. SMITH.

Patented Apr. 17, 1900.

GAME.

(Application filed Nov. 3, 1899.)

(No Model.)

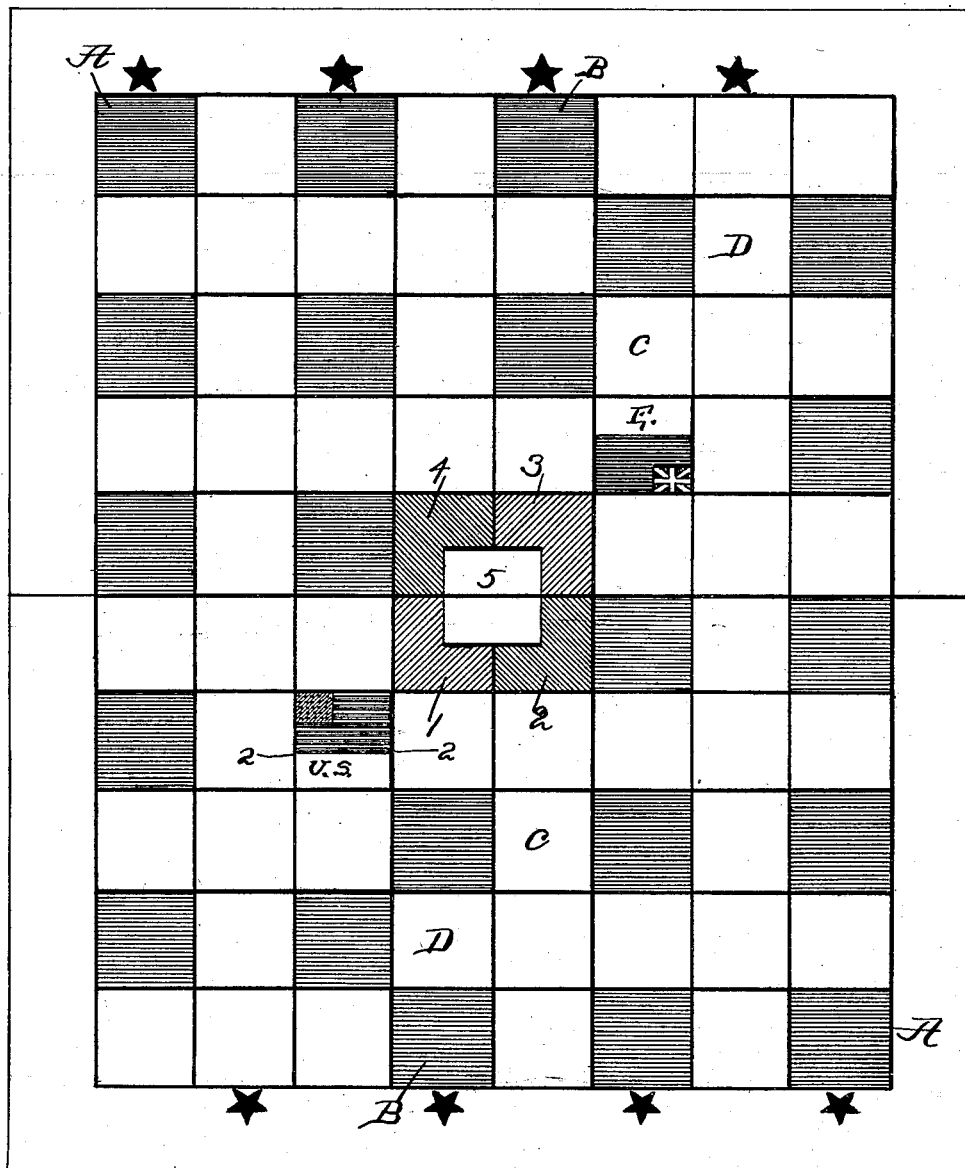


Fig. 1. f



Fig. 2.

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# UNITED STATES PATENT OFFICE.

JOHN WINSOR SMITH, OF BOSTON, MASSACHUSETTS, ASSIGNOR OF ONE-THIRD TO ALBERT A. NUNALLY, OF SAME PLACE.

## GAME.

SPECIFICATION forming part of Letters Patent No. 647,887, dated April 17, 1900.

Application filed November 3, 1899. Serial No. 735,708. (No model.)

*To all whom it may concern:*

Be it known that I, JOHN WINSOR SMITH, of Boston, in the county of Suffolk and State of Massachusetts, have invented certain new and useful Improvements in Games, of which the following is a description sufficiently full, clear, and exact to enable those skilled in the art to which it appertains or with which it is most nearly connected to make and use the same.

This invention has relation to games of the general character of what are commonly known as "checkers," it being the object of the invention to give increased interest and zest to the game by rendering it more difficult than ordinary checkers and at the same time adding thereto a military aspect.

The invention consists in certain novel features of construction and combinations of parts, the essential elements of which are recited in the appended claims and a preferred form of embodiment of which is illustrated in the accompanying drawings and specifically described hereinafter.

Reference is to be had to the annexed drawings and to the letters and figures marked thereon, forming a part of this specification, the same letters and figures designating the same parts or features, as the case may be, wherever they occur.

Of the drawings, Figure 1 is a plan view of a game-board embodying my invention. Fig. 2 is a detail sectional view thereof, taken through the line 2 2 of Fig. 1.

In the drawings in the center of the board there is a space, which may be white in color, marked 5, while at opposite corners of the white space (indicated by figures 2 and 4) are spaces which may be supposed to be in yellow, and at the other opposite corners are spaces (indicated by the figures 1 and 3) which may be supposed to be in blue. The five spaces thus designated form a square, and from side to side and end to end of this square are spaces somewhat in the form and character of an ordinary checker-board. At opposite corners of the five spaces 1 2 3 4 5 in the center are spaces U S and E, which are termed "color-spaces," for the reason that these spaces are usually colored in the representation of a flag of one of the nations of the

earth, and usually, though not necessarily, the blocks forming these color-spaces are removable, the board being recessed, as indicated at *f* in Fig. 2, for the reception of the color-block, which may be removed from the recess by placing the finger below the board and pressing against the block through the hole *g*, formed in the bottom of the space *f*. The spaces in the king-line, which may be entered to be "crowned," are designated by stars. The spaces in the king-line not designated by stars are impregnable and cannot be entered.

The game may be supposed to be played with eight men placed in the three end rows on the colored spaces, the colored spaces being indicated by parallel lines. From these spaces upon which the men are placed they may be moved diagonally toward the king-line, passing around the five central spaces designating the "stronghold," the central space 5 within the other four spaces being the "fortress," these terms being used merely for the purpose of explaining the nature and design of the invention.

As thus far described the game may proceed as in ordinary checkers, jumping men and capturing them wherever possible.

It is necessary to gain the king-line in one of the spaces marked by a star and be crowned before the player can return to enter the fortress through the stronghold, and this latter can be done only by passing through the enemy's colors E or U S, as the case may be—that is to say, it is necessary for a player starting on the lower side of the board as it is viewed in Fig. 1 and reaching the king row and being crowned and returning to pass through the colors E and the space 3 before the fortress 5 can be reached. Any player reaching the fortress 5 will score, say, five points. It is proposed to be forbidden by the rules of the game for a player to enter the fortress or stronghold through his own colors. The fortress or central space 5 must be reached, as before stated, from the enemy's colors, and a player having reached the enemy's colors may jump over his enemy occupying the space 1 or 3 into the fortress 5, capturing the man on either the space 1 or 3, as the case may be. So long as the fortress 5 is occupied by a man

- it cannot be again entered. When a regular having entered the stronghold leaves it, which he may do in any diagonal direction, he cannot again reënter until after he has reached the space A opposite his own side. Then upon again reëntering the fortress through the stronghold he is entitled, according to the rules of the game, to an additional five points, or a total of ten for that particular move.
- 10 It is contemplated that jumping backward as well as forward from the fortress shall be allowable and that all jumps must be taken, no failure to take a jump being allowable, such failure constituting the forfeiture of the man which might have jumped.
- 15 Another rule of the game is that retreating before or after passing the colors shall not be allowed until the man so passing has been crowned by reaching one of the starred spaces in the king row. A man reaching the space A is entitled to score a number, provided such man has been in the stronghold, but otherwise the man reaching the space *a* is entitled to merely be crowned.
- 25 Only two colors, U S and E, are employed at a time—that is, in a single game—and the game is concluded as soon as the last man of the opposing player has been captured, the same as in an ordinary game of checkers. The game is determined by the number of points made by each player. If, however, no points should have been scored on either side, the game is decided as in the case of ordinary checkers.
- 35 The foregoing are the principal points of

rule in one form in which the game may be played and are given merely to illustrate the nature and character of the game and not as exposing all of the rules or all of the points which may be employed in playing the game. 40 It will be at once observed that the game is susceptible of many changes and rules which add materially to the zest and interest of a game of checkers.

Having thus explained the nature of the invention and described a way of constructing and using the same, though without attempting to set forth all of the forms in which it may be made or all of the modes of its use, it is declared that what is claimed is— 50

1. A game-board recessed and perforated in the bottoms of the recesses and removable pieces occupying said recesses, substantially as described.

2. A game-board having a central group of spaces distinguished from each other in pairs and surrounding a space or square, the board being recessed at diagonally-opposite corners of said group and perforated in the bottoms of the recesses, and removable pieces occupying said recesses and differently designated from each other. 55 60

In testimony whereof I have signed my name to this specification, in the presence of two subscribing witnesses, this 15th day of September, A. D. 1899. 65

JOHN WINSOR SMITH.

Witnesses:

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