No. 850,137. PATENTED APR. 16, 1907.

A. COLLIER.

GAME BOARD.

APPLICATION FILED JAN. 23, 1906.

Fig. 1.

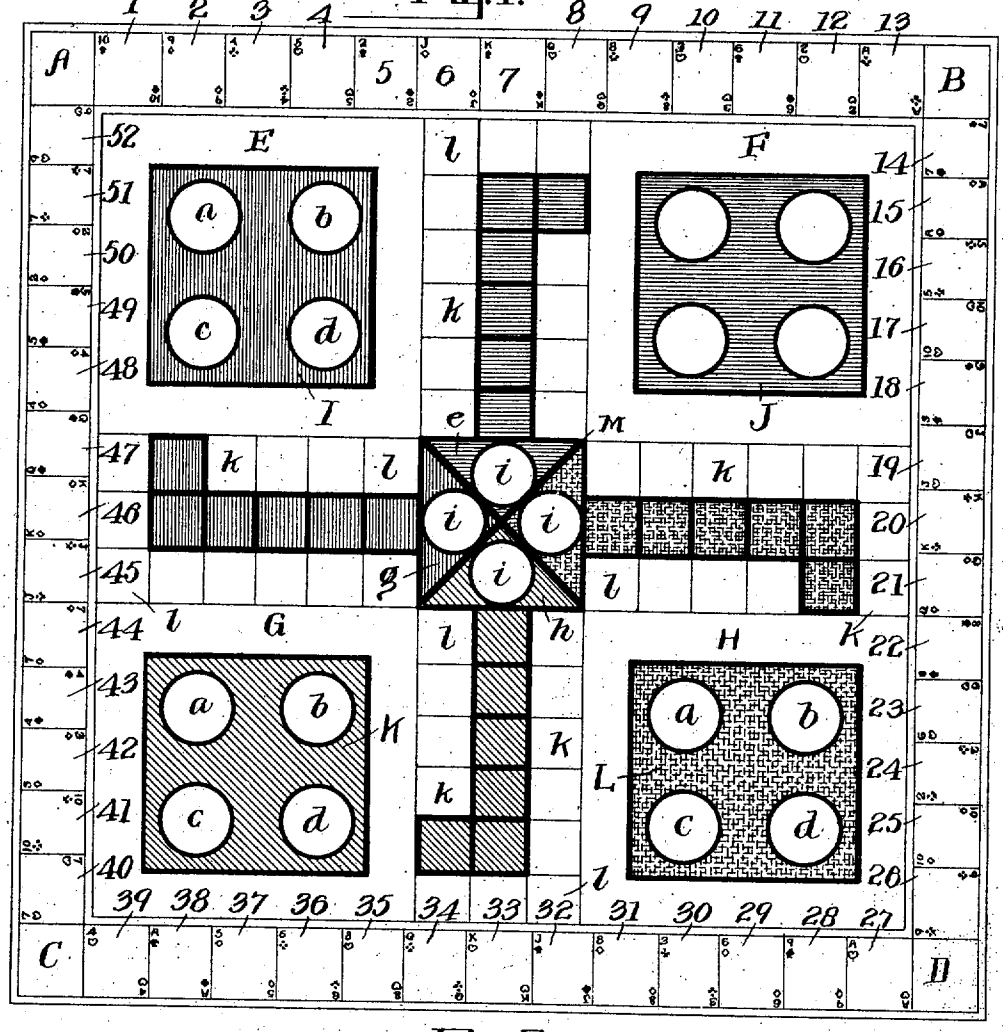
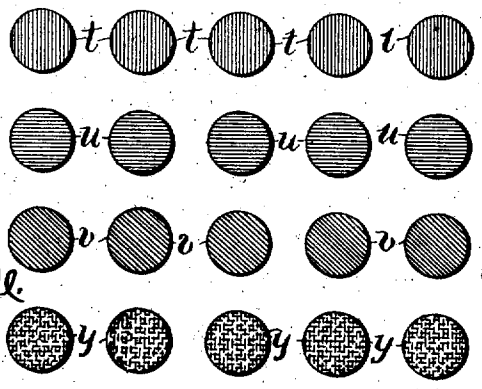


Fig. 2.



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UNITED STATES PATENT OFFICE.

ALFRED COLLIER, OF LONDON, ENGLAND.

GAME-BOARD.

No. 850,137. Specification of Letters Patent. Patented April 16, 1907.

Application filed January 23, 1906. Serial No. 297,500.

To all whom it may concern:

Be it known that I, ALFRED COLLIER, a subject of the King of Great Britain, residing at Hackney, London, England, have invented certain new and useful Improvements in Game-Boards; 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.

The game to be played with this invention combines the well-known ludo and royal ludo games, with additional playing matter, and will be best understood by describing the same with aid of the accompanying drawings, which illustrate the means for playing the game, Figure 1 being the board, and Fig. 2 the men or counters to be used.

The board is preferred to be square and has an outer margin, the four corners of which, marked A B C D, are each called "monarch-corner" and may be illustrated or ornamented by the portrait of a monarch. The four margins, less the corners, are each divided into thirteen spaces, and in each of which is the representation of a playing-card, so that the four margins make up the cards of a pack. The arrangement of the cards on the margins will be preferably placed as follows: Top margin, as shown by position of drawing: In space 1 will be illustrated the ten of spades; space 2, nine of diamonds; 3, four of clubs; 4, five of hearts; 5, two of spades; 6, knave of diamonds; 7, king of spades; 8, queen of hearts; 9, eight of clubs; 10, three of hearts; 11, six of spades; 12, two of hearts; 13, ace of clubs. Right-hand side vertical margin: space 14, seven of spades; 15, ace of diamonds; 16, five of clubs; 17, ten of hearts; 18, three of spades; 19, knave of hearts; 20, king of clubs; 21, queen of diamonds; 22, eight of spades; 23, six of hearts; 24, two of clubs; 25, ten of diamonds; 26, nine of clubs. Bottom margin: 27, ace of hearts; 28, nine of spades; 29, six of diamonds; 30, three of clubs; 31, eight of diamonds; 32, knave of spades; 33, king of hearts; 34, queen of clubs; 35, eight of hearts; 36, six of clubs; 37, five of diamonds; 38, ace of spades; 39, four of hearts. Left-hand vertical margin: 40, seven of hearts; 41, ten of clubs; 42, three of diamonds; 43, four of spades; 44, seven of diamonds; 45, jack of clubs; 46, king of diamonds; 47, queen of spades; 48, four of diamonds; 49, five of spades; 50, two of diamonds; 51, seven of clubs, and 52 nine of hearts. The interior of the board—that is, within the marginal lines—is divided by a broad cross to form four square divisions marked E F G H, within each of which is a smaller square marked I J K L. Each of these latter squares is called "balk" and have four rings *a b c d*. The ground of square I will be red, that of J blue, that of K green, and that of L yellow.

The four arms of the cross radiate from a central square M, divided into four divisions *e f g h*, the ground of the divisions being respectively red, blue, green, and yellow. Each division has a ring *i*, the inside of which may be ornamented by a crown or other design. The four arms of the cross are divided each into three longitudinal divisions and each division subdivided into six small squares. In two of the small squares *k* of each arm will be a crown and in the two marked *l* a Prince-of-Wales feathers.

The ground of five of the squares of the cross-arms in the center divisions, counting from the central square M and the outside space *k*, will be colored the same as the color of the ground of the four divisions in center square M.

The men, Fig. 2, consist of flat counters and are colored as follows: those marked *t*, red; those marked *u*, blue; those marked *v*, green, and those marked *y* yellow.

Two, three, or four persons can play the game. Each player takes four men of same color. A single dice and box is provided. The players then have one throw each. The one throwing the highest number on the dice takes the red square corner and red men and starts the game, the other players those squares as they may be sitting. The player having blue starts second, the green third, and the yellow last. The diamond suit are all trumps. The red-man player throws the dice and places a red man on a marginal card, according to the number thrown, beginning with the ten of spades, space 1. If he throws one, he places his man upon the ten of spades, if three, upon the third card, and so on, according to the number thrown. All players move their men from right to left, as shown by the numerical order of the numbers on the marginal spaces. The aim of the players while playing upon the marginal cards is to get their men into a monarch-corner. If they throw more than will make up the number of cards between

where they are and the monarch-corner, the latter counting as one, their man is passed over the corner onto the next margin, and so on until they get into a corner. If a throw brings a man onto a trump card—that is, a diamond—he has a further forward move, according to the trump, as follows: ace, four; king, three; queen, two; knave, one; a ten, ten cards forward; a nine, nine cards forward, and so on. When a player gets his man into a monarch-corner he can then move that man onto one of the rings in balk corresponding to his color, and when he has got all his men in balk he can begin to move them onto the center cross for the run home, beginning with the square of his color, and placing his man on the crown. He then moves according to the dice throw all round the four arms, starting as shown by arrows, and up the central colored division, according to his color, to home. The player who first gets all his men home—that is, the central division M—wins the game. In passing round the margin or card-track if a man overtakes another man the latter is removed from the board and has to begin afresh. In passing round the cross-track, if a throw brings a man upon a crown the player is entitled to a further throw, if upon a feather to move one square forward. If a man overtakes another man, the latter is moved back to balk. When getting within six squares of home, the throw to count must be six or less. If a number is thrown more than is required, the throw does not count for homing, but other men can be moved for the throw.

It will be readily understood that other representations or illustrations than playing-cards may be shown on the fifty-two spaces of the margins and that the number fifty-two is only given to utilize a pack of playing-cards.

Having now described my invention, what I desire to secure by Letters Patent of the United States is—

1. A game-board having vacant corners and on each of the margins thereof the representations of thirteen playing-cards, the whole fifty-two representing a pack of playing-cards, and a cross surrounded by four squares in the center, substantially as described.

2. A game-board having open corners and the representation of a playing-pack of ordinary playing-cards on its margin, thirteen on each margin, a central cross, four squares surrounding said cross, each square being provided with four circles and four circular spaces in the center of said cross, substantially as described.

3. A rectangular game-board having open corners and the representation of a pack of playing-cards on its margin, thirteen on each side, a cross located centrally within said margin, said cross being subdivided into rectangles and the central part of said cross being a square divided into four equal parts by diagonal lines and with a circle in each part and four squares symmetrically located between the arms of said cross and said margin, each of said last-named squares being provided with four circles, substantially as described.

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

ALFRED COLLIER.

Witnesses:
FREDERIC PRINCE,
H. D. JAMESON.