

983,925.

M. OATES.
GAME APPARATUS.
APPLICATION FILED JAN 17, 1910.

Patented Feb. 14, 1911.

Fig. 1.

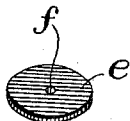
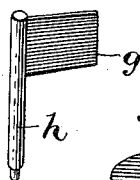
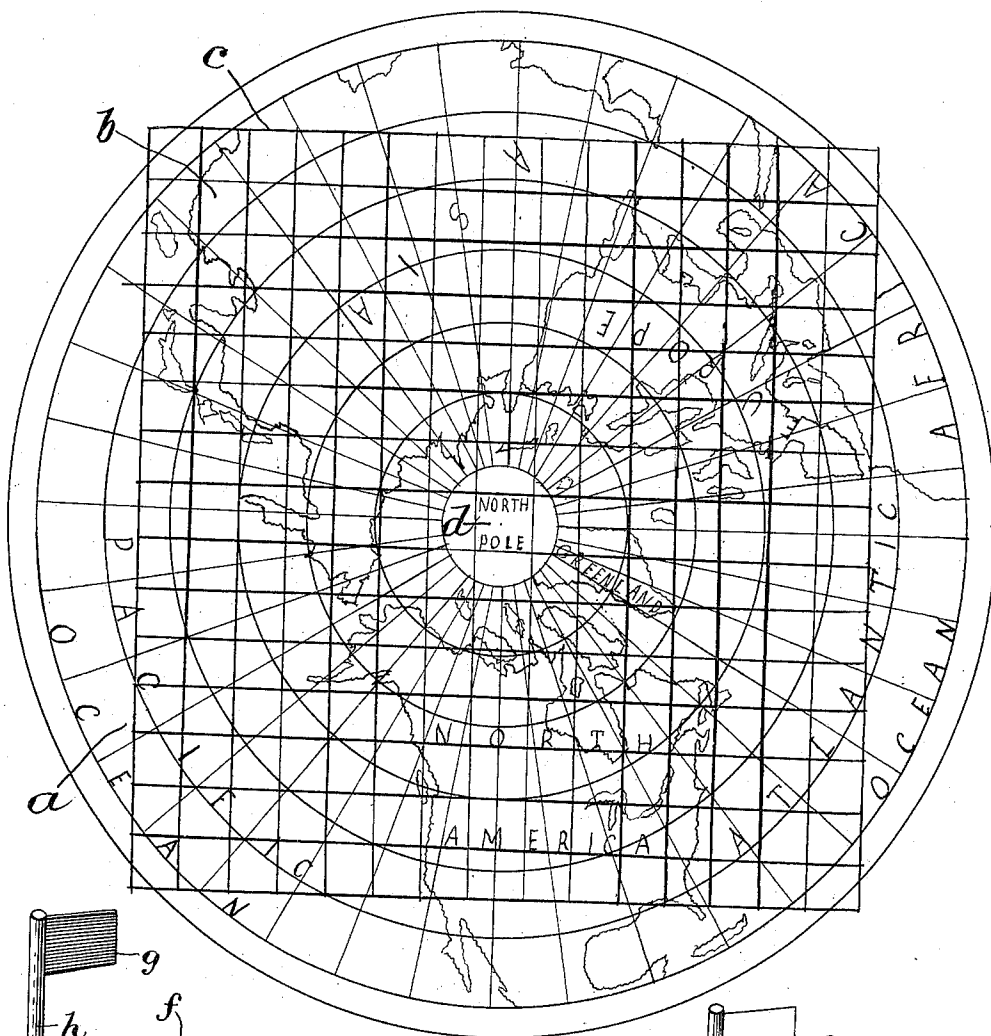


Fig. 4 Fig. 2

Witnesses
J. Parsons
R. Hunter

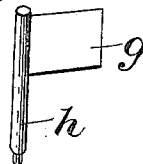
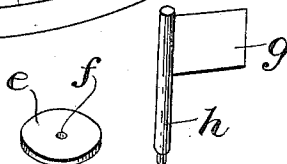


Fig. 3 Fig. 5

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UNITED STATES PATENT OFFICE.

MERCEDES OATES, OF TORONTO, ONTARIO, CANADA.

GAME APPARATUS.

983,925.

Specification of Letters Patent. Patented Feb. 14, 1911.

Application filed January 17, 1910. Serial No. 538,561.

To all whom it may concern:

Be it known that I, MERCEDES OATES, a subject of the King of Great Britain, residing at 22 Grosvenor street, in the city of Toronto, in the county of York and Province of Ontario, Dominion of Canada, have invented a new and useful Game Apparatus, of which the following is a specification.

My invention relates to a game adapted to be played by two or more persons, which is both instructive and meritorious, instructive from the point of view of introducing a topographical view of the Northern Hemisphere with the different continents and their relative positions laid out, and meritorious from the fact that rules of play are introduced which bring the different places on the map into notice.

The objects of my invention are to provide a game apparatus for both instruction and merit, and for the purpose I provide a game board having a geographical plan of the Northern Hemisphere laid out in circular and blocked sections, on which are to be placed a series of disks their faces being of different colors, preferably one side white and the other blue, but any other colors may be adopted or letters, figures or other marks may also be placed upon the faces of the disks to further designate them. I also provide flags of two colors, preferably blue and white to correspond with the colors on the faces of the disks. Through the center of each of the disks are openings, adapted to receive the ends of the flag poles for the purpose of supporting the same, as in play, certain periods call for the erection of a flag on certain of the disks, when the disks have been placed in a certain position on the board.

In the drawings; Figure 1 is a plan view of the game board; Figs. 2 and 3 are perspective views of the disks showing the different sides; and Figs. 4 and 5 are perspective views of the different colored flags.

Like letters of reference refer to like parts throughout the drawings.

a designates the playing face of the board or plate, having a map of the Northern Hemisphere depicted thereon. The map is blocked off into a series of small squares *b* preferably "225", which form a large square *c*, over the face of the map. The purpose of selecting the Northern Hemisphere as the map for my game, is that the position of the North Pole is an essential position and

feature of the game. By reference to Fig. 1 of the drawings it will be noticed that the center square *d* of the series *b* covers the position of the North Pole, and has the words "North Pole" thereon.

e designates one of the playing disks, of which there may be one hundred to play the game. The opposite sides of the disks will be of different colors preferably blue and white, but any other colors may be adopted. Through the center of each of the disks *e* are openings *f*, in which the end of the flag pole may be inserted to support the same when required at certain periods of the game.

g designates a flag, and *h* the flag pole formed therewith. To play the game I provide two flags of different colors, preferably blue and white, to correspond with the colors of the opposite colored faces of the disks *e*.

To play the game with two persons, the disks are divided, the players selecting the colors by which the disks they play shall be faced up, they then draw for first play, in any ordinary manner.

The object of the game is for the players to arrange their disks across the map, covering each consecutive square in a straight line either horizontally or diagonally from edge to edge of the square *c*, in alinement with the center square *d* which will pass the player through the North Pole which gives them the game.

In play the disks *e* may be placed on any of the squares *b*, it not being necessary to start from the edge of the square *c*, but only one disk at a time may be placed on the board. When there happen to be one or more of a player's disks in a diagonal or horizontal line with the opponent's, the opponent may by placing one of his disks in his play on the other end of the line, and claim all the disks therebetween. When this play occurs the disk or disks of the opponents should be immediately turned over that the color of the disk will correspond with the color of the disk of the player claiming them. When this opportunity occurs, and the player does not immediately turn the opponent's disks as he has the privilege, he loses that chance and cannot later do so.

In the play it is not compulsory to turn your opponent's disk and often it is not advisable to do so.

When any player places a disk on the North Pole square *d* he earns the privilege, and is required to erect his flag in the disk so placed, which shall remain there until his
 5 opponent by play claims the said disk and turns it over, and the opponent shall then place his flag on the disk so placed, the color of the flag will correspond with the color of the disk, which will denote the player to
 10 which it belongs.

The player first covering each consecutive square *b* with a disk *e* across the large square *c* from edge to edge either diagonally or horizontally in alinement and through the
 15 North Pole square *d* claims the game and so counts.

While I have described the rules of play as applied to two persons, I do not confine my game to that purpose, as any number
 20 may play at the one time, as by sides of two or more, but by following the rules of consecutive play. The game is also adapted to progressive games, subject to the ordinary rules governing such play.

25 What I claim as new and desire to secure by Letters Patent is;—

1. Game apparatus comprising a game board having a geographical plan of a Northern Hemisphere, the playing face of
 30 said game board being blocked out into a

series of sections, said series of sections forming a complete square, and a series of disks and flags adapted to be placed on the different blocked sections, substantially as described.

2. Game apparatus comprising a game board having a geographical plan of a Northern Hemisphere, the playing face of said game board being blocked out into a series of squares, said series of squares forming a complete square, a series of playing
 40 disks adapted to be placed on the different squares, and flags adapted to be supported by said disks, substantially as described.

3. Game apparatus comprising a game board having a geographical plan of a Northern Hemisphere, the playing face of said game board being blocked out into a series of square sections, a series of playing
 45 disks adapted to be placed on the different square sections, said disks having different colored faces, an opening through the center of said disks and flags of different colors adapted to be supported by said disks, substantially as described.

MERCEDES OATES.

Witnesses:

R. G. HUNTER,
 JAS. W. WHITE.