J. G. LAFFARGUE.

GAME.

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1,335,511. Patented Mar. 30, 1920.

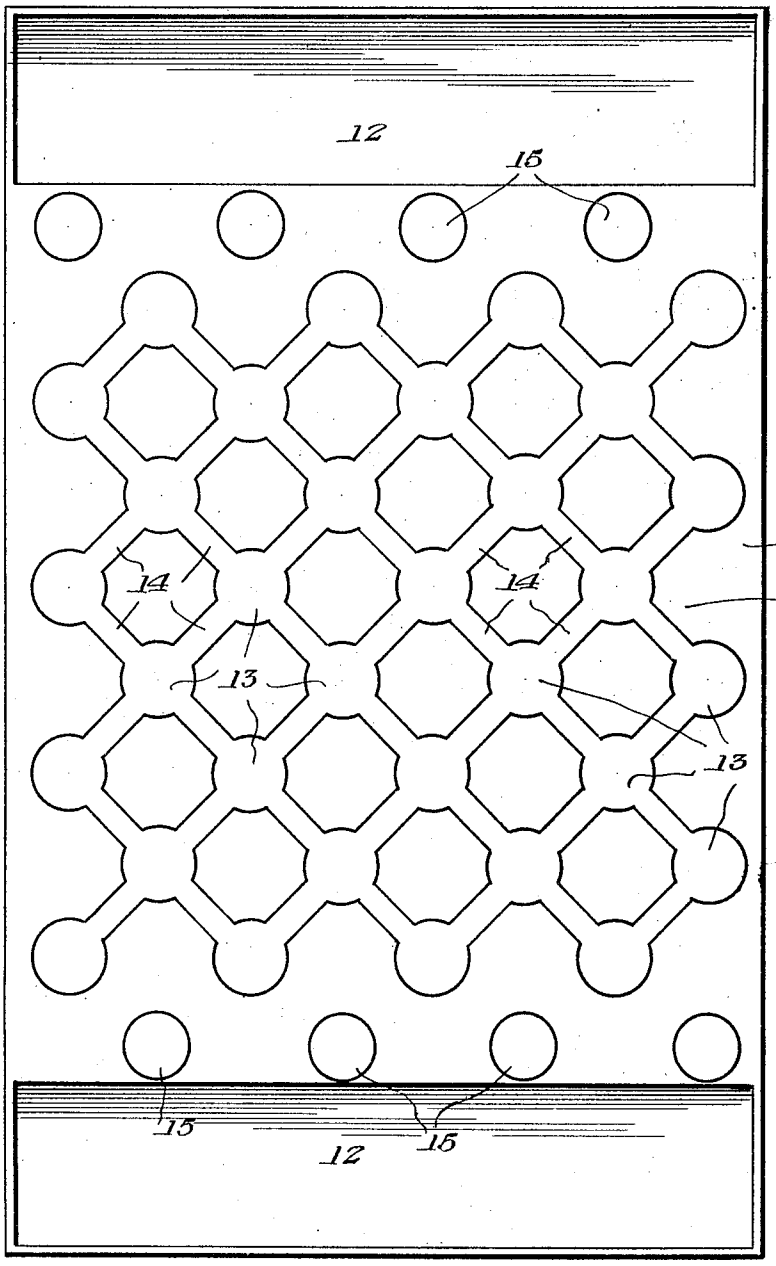
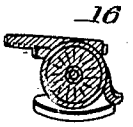
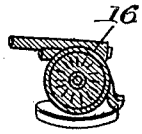


Fig. 1.

Fig. 2.







WITNESS:

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GAME.

1,335,511. Specification of Letters Patent. Patented Mar. 30, 1920.

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To all whom it may concern:

Be it known that I, JOHN GERARD LAFFARGUE, a citizen of the United States of America, residing at Noank, in the county of New London and State of Connecticut, have invented new and useful Improvements in Games, of which the following is a specification.

This invention relates to amusement devices, particularly to games played upon a board, and has for its object the provision of a game including a board or playing surface having inscribed thereon a plurality of spaces arranged similar to those on a checker board, this game board being furthermore provided at each side adjacent the players, two of whom are required to play the game, with other spaces within any one of which may be disposed a movable playing piece having the likeness of a cannon, it being understood that the ordinary or first mentioned spaces are adapted for occupation by and travel of counters or "men," preferably formed to look like soldiers.

An important object is the provision of a game of this character which will be simple and inexpensive in manufacture, which may be played and mastered even by children, which will be highly entertaining in use, and a general improvement in the art.

With the above and other objects and advantages in view, the invention consists in the details of construction to be hereinafter more fully described and claimed, and illustrated in the accompanying drawing, in which—

Figure 1 is a plan view of the game board, and

Fig. 2 is a perspective view showing the different types of movable members used in playing.

Referring more particularly to the drawing, the numeral 10 designates the board which may be of any suitable size and which is of an elongated rectangular shape marked off to provide a central playing surface 11 and end spaces 12 which are used for the storage of the captured players. The central playing surface 11 has inscribed thereon a plurality of spaces 13 which may be square, circular or any other preferred shape and which are preferably connected by lines 14 indicating paths of travel for the players or pieces. These spaces 13 are arranged in rows with the spaces in one row arranged in staggered relation to those in the next row and in alinement with those in the next alternate row, this arrangement being the same as that of a checker board. Inscribed at each end of the central playing surface 11 adjacent the storage spaces 12 are spaces 15 which are of any preferred shape.

In playing the game use is made by each player of a piece or movable member 16 formed to look like a cannon, and each player is also provided with twelve soldiers, shown at 17. It is understood of course that the guns 16 and soldiers 17 belonging to the opposite sides are preferably different colored so as to avoid confusion and that members may be formed as above described or may be printed, painted, or otherwise represented, upon the checker-like member, if desired.

In playing the game, which can be done by only two players, the soldiers 17 belonging to each player are arranged upon the spaces 13 in the three rows nearest his side of the board and the gun 16 is placed within a selected one of the adjacent spaces 15. The players move by turns, as in checkers, and the soldiers belonging to each player are progressed along the paths 14 toward the opponent's side of the board, "jumping" or capturing of the opponent's soldiers being accomplished in the same way as in checkers. Another feature of the game is that in case a soldier of one player happens to be moved in a direct line with the space occupied by the cannon 16 of the other player and the opposing player has no soldier intervening between the first mentioned soldier and the cannon, the first player's soldier will become a prisoner. After the game has progressed and a soldier of one side has reached the last row of spaces 13, at the opposite side, the soldier is placed within one of the gun spaces 15. When four soldiers have passed entirely across the board and occupy the four gun spaces, it will be obvious that the gun will be forced out of action and the game will be won by the player, four of whose soldiers reach the opposite side first.

While I have shown and described the preferred embodiment of my invention, it is of course to be understood that I reserve the right to make such changes in the form, construction, and arrangement of parts as will not depart from the spirit of the invention or the scope of the subjoined claim.

Having thus described my invention, I claim:—

A game comprising in combination, a board provided with a playing surface having inscribed thereon curved lines defining a plurality of circular spaces arranged in rows with the spaces in each row in staggered relation to those in the next successive row and in alinement with those in the alternate rows, the playing surface having further inscribed thereon lines defining paths of travel connecting the spaces in the successive rows, said surface having further inscribed thereon at opposite ends of the playing surface a plurality of other circular spaces corresponding in number to and arranged in staggered relation to the spaces in the adjacent row, said board being provided adjacent said last named spaces with storage spaces extending entirely across the board, a plurality of members movable over the first named spaces, and a pair of other movable members disposable upon selected ones of said second named spaces at each end of the playing surface, said storage spaces accommodating members not in use.

In testimony whereof I affix my signature.

JOHN GERARD LAFFARGUE.