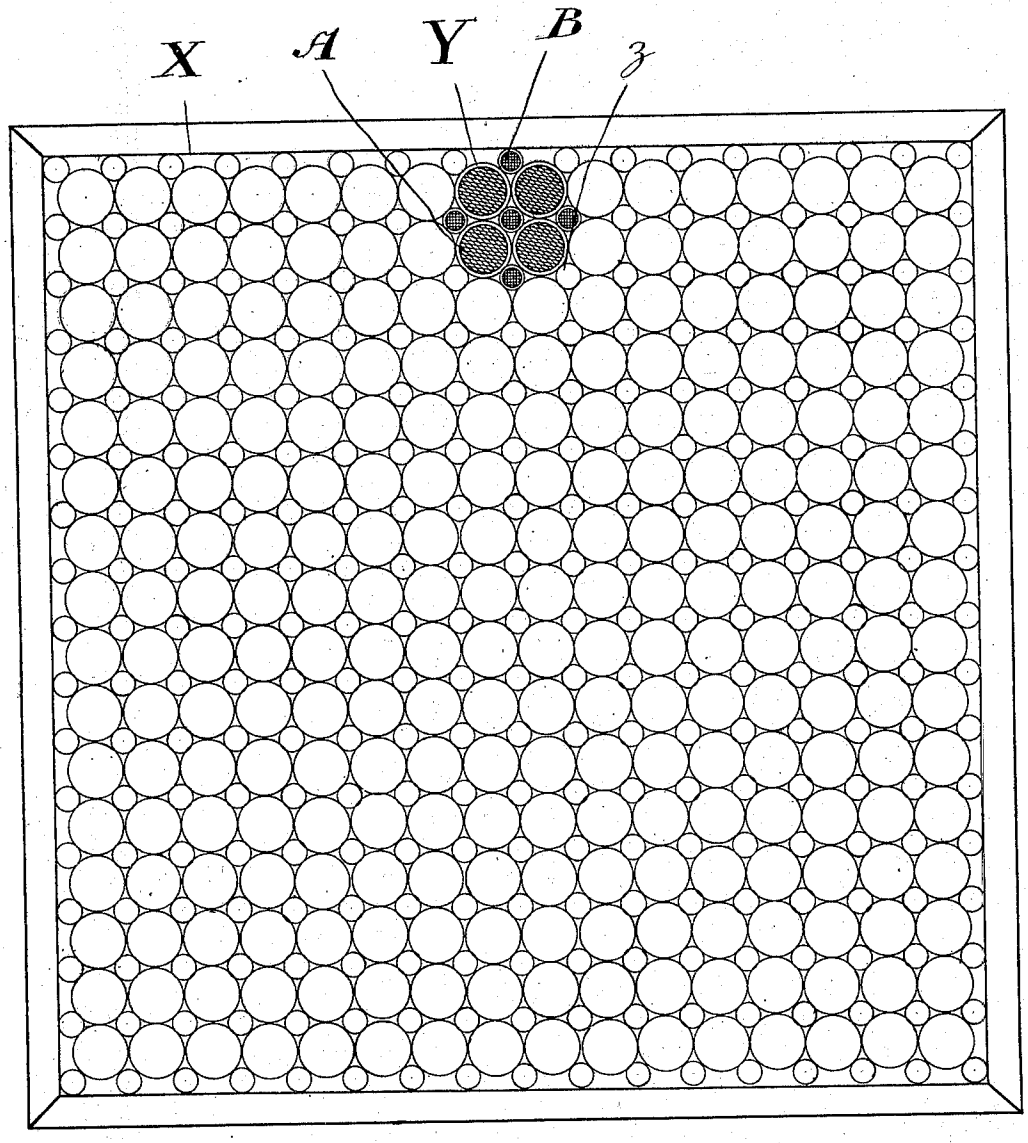
No. 653,303. Patented July 10, 1900.

A. C. B. MACDONALD.

GAME.

(Application filed Sept. 11, 1899.)

(No Model.)



Witnesses
A. J. Colbourne.
J. H. Webster

Inventor
Annie C. B. Macdonald
by Ridout & Maybee
Atty's

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

ANNIE C. B. MACDONALD, OF TORONTO, CANADA.

GAME.

SPECIFICATION forming part of Letters Patent No. 653,303, dated July 10, 1900.

Application filed September 11, 1899. Serial No. 730,171. (No model.)

To all whom it may concern:

Be it known that I, ANNIE CHARITY BALLANTYNE MACDONALD, of the city of Toronto, in the county of York and Province of Ontario, Canada, have invented a certain new and Improved Game, of which the following is a specification.

The object of this game is that the winner should be the first to produce a predetermined pattern or arrangement of his disks or counters on the divisions of the board notwithstanding the opposition of the other player or players who may mar or block the making of the pattern in the manner hereinafter described; and it consists, essentially, in the use of a board divided up as specified and the employment of disks or counters of different colors, according to the number of the players, and adapted to fit the larger and smaller compartments into which the board has been divided.

This game is to be played on a board X, which is divided up by a series of rows of circles Y, of equal area in juxtaposition, and by a series of rows of smaller circles *z*, of equal area, formed in the interstices between the larger circles and preferably in contact with the same, a row of the smaller-sized circles being nearer to the edge of the board, as indicated in the diagram.

For the convenience of players, whether two three, or four are engaged in the game, there may preferably be sixteen rows of the larger-sized circles and seventeen of the smaller-sized circles. The number of circles large and small may be increased or decreased, as may be desired, although the sixteen rows of the larger circles and seventeen rows of the smaller are the preferable number.

Two, three, or more people may play the game. Each player takes twelve, sixteen, or twenty large and an equal number of the smaller disks or counters of various colors, according to the number of players, adapted when being played to rest within the circular compartments of the board.

The object of the game is that the players should form a predetermined pattern (shown in the diagram by the larger disks A and smaller disks B) comprising four large disks, which disks are arranged side by side, with five of the smaller disks arranged in a cross-pattern between and around the larger disks, each of the said patterns being of a uniform color. Each player is supplied with large and small disks of the same color with which to attempt to form the desired pattern on the board of uniform color. The players must play or move their disks alternately, so as to even up the chances of the game, but are not under any obligation to play alternately a large and small disk, but in any order which may be chosen or is deemed advisable. It is the aim of the players to spoil by interpolating or placing in the forming-pattern of each other one of their disks or counters of a different color. In trying to form his own or spoil his opponent's combination a player may play either a large or small sized disk on the board, provided always that he plays a large disk on a large space or circle and a small disk on a small one. If no one has been able to form the desired diagram or pattern with the disks on hand as originally dealt out, after all the disks are on the board each player must then move his own disks piece by piece in his turn to other compartments of the board, taking care to move large disks directly to large spaces and small disks directly to small spaces, one space in any direction, provided always that in so doing the large disk may not cross over a small compartment of the board or a small disk over a large compartment.

Having thus described the game device and the method of playing the same, what I claim as my invention, and desire to procure by Letters Patent, is—

In a game device, a board divided up into a series of rows of large and small spaces in juxtaposition, the smaller ones being in the interstices between the larger ones and in combination with a series of sets of counters or disks of large and small sizes adapted to fit the said two sizes of spaces, substantially as and for the purpose specified.

Toronto, Canada, 2d day of September, 1899.

ANNIE C. B. MACDONALD.

In presence of—
JOHN G. RIDOUT,
A. J. RUSSELL.