

T. A. Y. HODGSON.
 GAME APPARATUS.
 APPLICATION FILED MAR. 29, 1920.

1,366,181.

Patented Jan. 18, 1921.

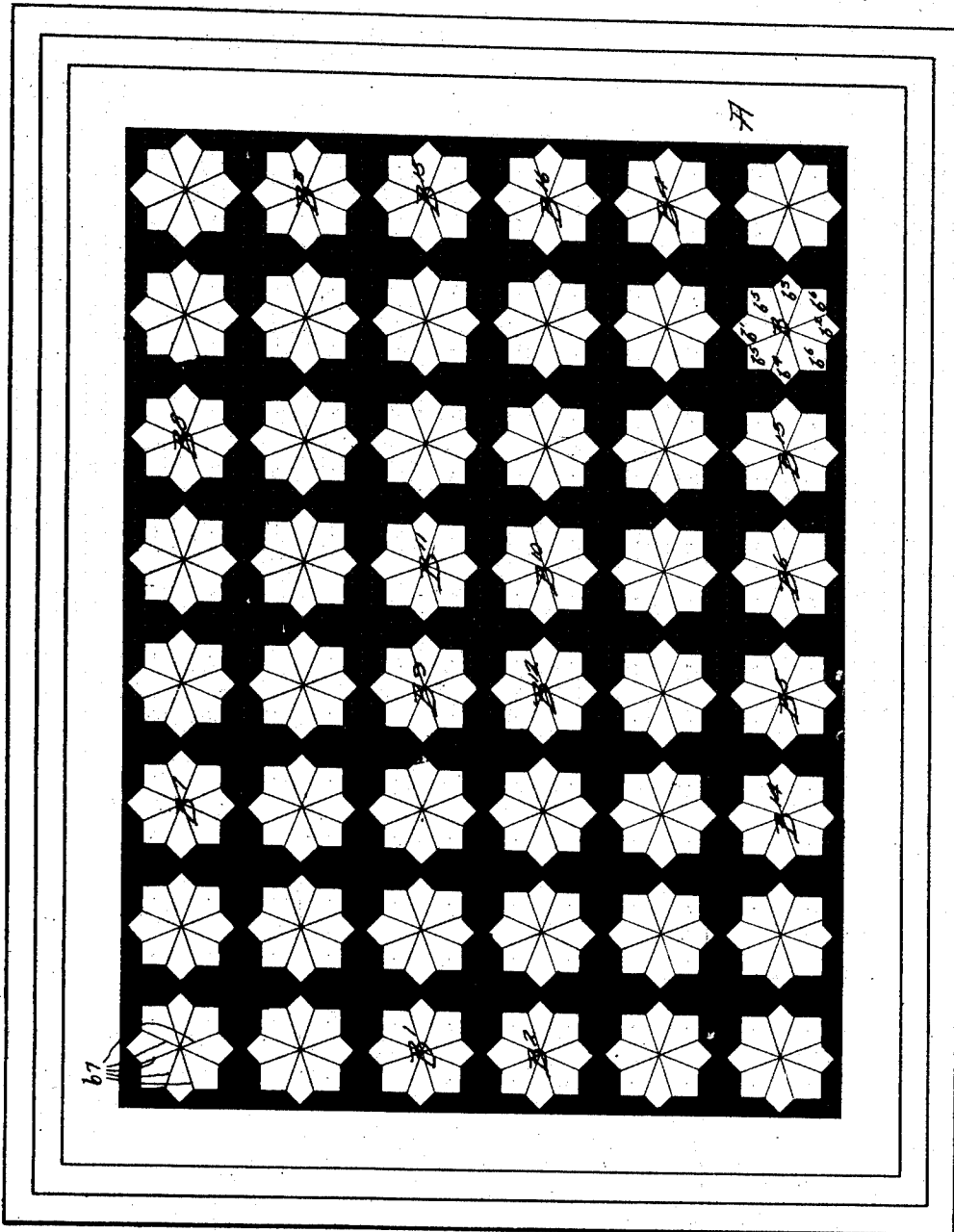


Fig. 1. Fig. 2. Fig. 3. Fig. 4. Fig. 5. Fig. 6. Fig. 7. Fig. 8. Fig. 9.

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GAME APPARATUS.

1,366,181.

Specification of Letters Patent.

Patented Jan. 18, 1921.

Application filed March 29, 1920. Serial No. 369,702.

To all whom it may concern:

Be it known that I, THOMAS A. Y. HODGSON, a citizen of the United States, and a resident of Palmerton, in the county of Carbon and State of Pennsylvania, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

My invention has for its object to provide a game apparatus with which may be played many interesting games, several different types of pieces being employed, each type having indicated thereon the possible direction or directions of movement of the type of piece. Another object of the invention is to provide a game board having indicated thereon the directions of movement of the different types of pieces, the indications on the game board corresponding with the indications on the different types of pieces.

Still other objects of the invention are disclosed in the following description in which the preferred form of my invention is described.

Similar reference characters refer to similar parts in all the figures in which—

Figure 1 is a plan view showing the game board, forming a part of my game apparatus; and

Figs. 2 to 9 are views of different pieces employed in playing the game.

On referring to the drawings it will be seen that the board A shown in Fig. 1 of the drawings has positions or fields B spaced apart, these fields B having pointers b^1 pointing forwardly, pointers b^2 pointing rearwardly, pointers b^3 pointing to the right, pointers b^4 pointing to the left and pointers b^5 and b^6 pointing diagonally. The board is provided preferably with 48 positions or fields B as shown. The game pieces shown in Figs. 2 to 9 which are employed in playing the game are provided with arrows corresponding with the pointers b^1 to b^6 which have been referred to. In playing the game which I will first describe the following game pieces are employed: 2 game pieces C, 2 game pieces D, 2 game pieces E and 2 game pieces F. The game pieces C have arrows pointing in a forward direction, the game pieces D have arrows pointing in a forward and in a rearward direction, the game pieces E have arrows pointing forwardly, rearwardly, to the right and to the left, and the game pieces F have arrows

pointing forwardly, rearwardly, to the right, to the left and obliquely. It will be seen that the arrows on the game pieces C correspond with the pointers b^3 on the positions or fields B; that the arrows on the game pieces D correspond with the pointers b^3 and b^4 on the positions or fields B; that the arrows on the game pieces E correspond with the pointers b^1 , b^2 , b^3 and b^4 on the positions or fields B, and that the arrows on the game pieces F correspond with the pointers b^1 , b^2 , b^3 , b^4 , b^5 and b^6 on the positions or fields B.

The game which I will first describe is played from all four sides of the game board and as has been stated preferably with two of each of the types of game pieces which I have described, the two game pieces C being disposed on the positions or fields B^1 and B^2 with arrows pointing to the right, the two game pieces D being disposed on the positions or fields B^3 and B^4 with arrows pointing to the right and to the left and in the directions of the pointers b^3 and b^4 on the positions or fields B, the two game pieces E being disposed on the positions or fields B^5 and B^6 with arrows pointing in the same directions as the pointers b^1 , b^2 , b^3 and b^4 on the positions or fields B, and the two game pieces F are disposed on the positions or fields B^7 and B^8 with their arrows pointing in the directions of the pointers b^1 , b^2 , b^3 , b^4 , b^5 and b^6 on the positions or fields B.

There may be two, three or four players in a competitive game. When four persons are playing the game, each person will take two of one type of game pieces. When two persons are playing the game, one person may take the game pieces C and E or if desired the game pieces C and F or should it be desired one player may take the game pieces C, D and E, the other player taking the remaining pieces. When three persons play the game one person may take the game pieces C and D or C and E or if desired the game pieces D and E the other players taking the remaining game pieces. A person playing two or more types of game pieces should play these pieces as partners.

While each game piece is limited as to movement with reference to the arrows with which they are indicated and while the movement of each game piece is limited to one position or field in the direction of its

arrow, it is possible for any game piece to jump over and capture a game piece of an opponent player provided that the position or field be in the direction of its arrow and beyond the opponent's game piece which is to be jumped is unoccupied. It should be understood that any game piece may jump and capture an opponent's game piece of any other type provided, of course, the game piece is moved in the direction of its arrow. When the player having one of the game pieces C succeeds in moving the said game piece to one of the positions or fields B at the right of the board the said player may substitute for the said game piece C a game piece D with the arrows pointing in the direction of the pointers b^4 and b^3 so that the said game piece will be able to move to the right and to the left of the board one space at a time. When a player with one of the game pieces D succeeds in moving the said game piece to one of the positions or fields B at the left of the board, the said player is permitted to substitute for the said piece D one of the game pieces E which has arrows pointing to the four sides of the board and therefore is permitted to move in the directions of the pointers b^1 , b^2 , b^3 and b^4 on the positions or fields B. When a player having one of the game pieces E succeeds in moving the said game piece E across the board from the side at which it was disposed when play was commenced the player having the said game piece E is permitted to substitute for it one of the game pieces F which as has been stated is permitted to move forwardly, to the rear, to the right, to the left and obliquely in accordance with the several pointers on each of the positions or fields B. The playing of the game is continued until one of the persons has the only game pieces which remain on the board or to a time in the playing of the game when the game may be declared to be a draw.

Another game may be played with my game apparatus which I will now describe.

In playing this second game, two game pieces G are employed, these two game pieces G being disposed on the positions or fields B^9 and B^{10} , two game pieces H are employed, these two game pieces H being disposed on the positions or fields B^{11} and B^{12} , two game pieces I are employed, the said two game pieces I being disposed on the positions or fields B^7 and B^{13} , and two game pieces K are employed, the two game pieces K being disposed on the positions or fields B^8 and B^{14} . In playing this game, the players having the game pieces G and H play as partners and the players having the game pieces I and K play as partners.

The arrows on the game pieces G, H, I and K, and which correspond with the pointers b^1 , b^2 , b^3 , b^4 , b^5 and b^6 on the positions or fields B indicate the possible direc-

tions of movement of the game pieces. It will be seen that while the game pieces G and H may move forwardly, rearwardly, to the right and to the left, this is not possible with the game pieces I and K, as the game pieces I and K only move obliquely. All the game pieces in playing this second game move two spaces at a time where it is a straight move or where the piece jumps a game piece of an opponent with, of course, the exception that it is possible for a game piece to jump more than one game piece of an opponent provided that after jumping the first game piece the game piece which has been moved is in a position to jump a second game piece of an opponent. The same is true with reference to jumping a third game piece.

Still another game may be played with my game apparatus. In this third game, two each of the game pieces G, H, I and K are used, each of the game pieces moving three positions or fields B at each move. The moves are somewhat similar to the moves of the Knight piece in chess, that is, each game piece either moves one position or field in one direction and two in another or two in the first direction and one in another, for instance, the game pieces G and H will move either one or two positions or fields in the directions of one of their arrows and if they move only one position or field in the said direction then two laterally, while if they move two positions in the direction of their arrow then one laterally. The game pieces I and K will move one or two positions obliquely in the direction of one of their arrows or obliquely and then one position or field at right angles with the first part of the movement of the play. In playing this third game I prefer to dispose the two game pieces I on the positions or fields B^1 and B^2 , the two game pieces K I prefer to dispose on the positions or fields B^{15} and B^{16} ; I prefer to dispose the two game pieces G on the positions or fields B^7 and B^8 and I prefer to dispose the two game pieces H on the positions or fields B^{14} and B^{13} .

The lines b^7 on the positions or fields B assist in determining the possible direction of movement of the game pieces on the game board.

Having thus described my invention what I claim as new and desire to secure by Letters Patent is:—

1. In a game apparatus a game board having positions indicated thereon with pointers indicating several directions of movement for game pieces on the game board and several types of game pieces each with possible directions of movement indicated thereon and which correspond with some pointers indicating directions of movement on the game board and different from the directions of movement of the other types of game pieces.

2. In a game apparatus a game board having positions indicated thereon and four types of game pieces one type of game pieces having arrows indicating a possible movement in a forward direction, a second type of game pieces having arrows indicating a possible movement in a forward and rearward direction, a third type of game pieces with arrows indicating a possible movement forward, back, to the right and to the left, and a fourth type of game pieces with arrows indicating a possible movement forward, back, to the right, to the left and obliquely forwardly and backwardly.
3. In a game apparatus a game board having positions indicated thereon with pointers showing possible movements of game pieces thereon forward, backward, to the right, to the left and obliquely, and four types of game pieces, one type having arrows indicating a possible movement in a forward direction, a second type of game pieces having arrows indicating a possible movement in a forward and rearward direction, a third type of game pieces with arrows indicating a possible movement forward, back, to the right and to the left, and a fourth type of game pieces with arrows indicating a possible movement forward, back, to the right, to the left and obliquely forwardly and backwardly.
4. In a game apparatus, a game board having positions indicated thereon with

pointers showing possible movements of game pieces thereon, forward, backward, to the right, to the left and obliquely, a type of game pieces having arrows indicating a possible movement forward, backward, to the right and to the left, and a second type of game pieces having arrows indicating a possible movement obliquely, forwardly and backwardly.

5. In a game apparatus, a game board having positions indicated thereon with pointers showing possible movements of game pieces on the game board, forward, backward, to the right, to the left and obliquely, several types of game pieces each with possible directions of movement indicated thereon and which correspond with some pointers indicating directions of movement on the game board and different from the directions of movement indicated on the other game pieces.

6. In a game apparatus, a game board having positions indicated thereon with pointers showing possible movements of game pieces on the game board, forward, backward, to the right, to the left and obliquely, and several types of game pieces each with arrows, the arrows on the game pieces corresponding with the pointers on the game board, the arrows on each game piece being different from the arrows on other types of game pieces.

THOMAS A. Y. HODGSON.