

(No Model.)

2 Sheets—Sheet 1.

H. W. C. SMITH.
GAME BOARD OR APPARATUS.

No. 521,737.

Patented June 19, 1894.

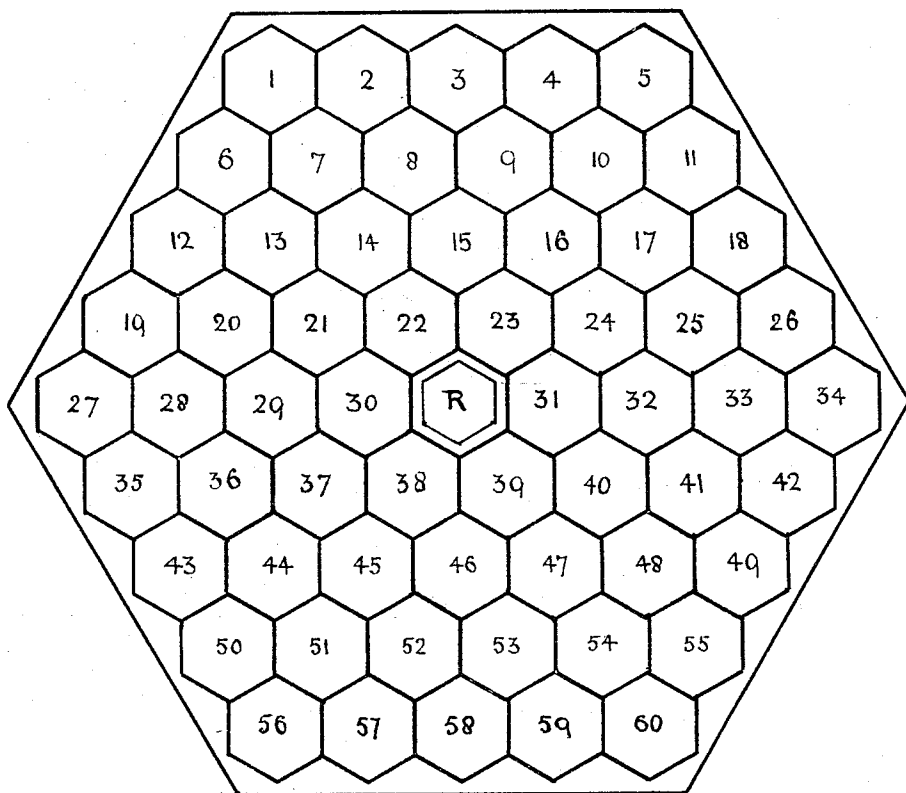


Fig. 1

Witnesses.

Arthur Frederick Fraser Smith

Ernest Charles Barker Smith

Inventor.

Henry William Croome Smith.

(No Model.)

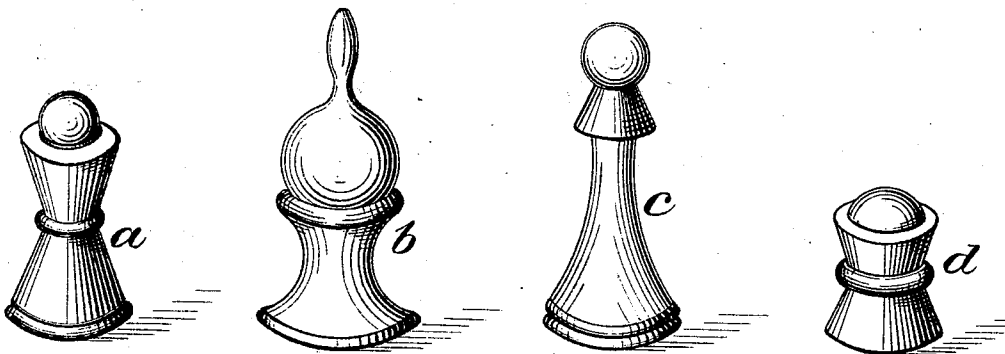
H. W. C. SMITH.
GAME BOARD OR APPARATUS.

2 Sheets—Sheet 2.

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Fig. 2,



H. W. C. Smith

Witnesses:

Louis F. Murray
Henry P. Velle

Inventor:

By W. J. Townsend
his atty.

UNITED STATES PATENT OFFICE.

HENRY WILLIAM CROOME SMITH, OF BRISTOL, ENGLAND.

GAME BOARD OR APPARATUS.

SPECIFICATION forming part of Letters Patent No. 521,737, dated June 19, 1894.

Application filed September 5, 1892. Serial No. 445,143. (No model.) Patented in England July 27, 1892, No. 13,662.

To all whom it may concern:

Be it known that I, HENRY WILLIAM CROOME SMITH, a subject of the Queen of Great Britain and a Burgess of the city of Bristol, residing at Stone House, Grove Road, Redland, Bristol, within the borough of Bristol, England, have invented a new Game Board or Apparatus, (for which I have obtained a patent in Great Britain, No. 13,662, dated July 27, 1892,) of which the following is a specification.

I call this game, the game of kastellet but any other name may be applied thereto. It is for two players. It is played on a board, with two similar sets of pieces, the two sets being distinguished by their color, *e. g.* black and white. In this account of the game, the word "cover" is used in the sense following. A piece is said to "cover" a position on the board, when this position, supposing it were unoccupied and otherwise unrestricted would be a possible position for the piece on its next move.

The distinguishing and essential feature of this game is as follows: The point is a single position on the board, which it is each player's object to maintain covered by one or more of his pieces; in this consists the defense. The attack consists in an endeavor on the part of each player to break down this defense of his opponent by capturing his piece or pieces which cover the point: and when a player thus loses his command or "cover" of the point, and cannot by his next move cover the point, he is placed *hors de combat*, and has no right of move, his opponent winning the game. The winning of the game therefore consists in bringing about such a situation of the pieces on the board that the winner is left with sole command or cover of the point. The pieces may not be played into the point, which may be occupied by a neutral piece (called the Roy) as a visible reminder of this.

The apparatus and mode of carrying the game into effect shall be as follows: To facilitate explanation a diagram is appended in which the numerals and letters are for reference only.

The board.—Figure 1 of the diagram represents this on a reduced scale and Fig. 2 represents the playing pieces; the board contains sixty-one positions arranged in the order

of a symmetrical pattern of regular and equal hexagons: the positions however are not necessarily hexagonal in shape for while still preserving the same order, they might be circular, &c. The central position marked R in the diagram is the point: this being a non-playing position constitutes, I believe, an essential difference between this board and others which may have been produced of a somewhat similar pattern. The board thus arranged presents six equal sides, each side having in it five positions. Two opposite sides are selected as the back lines of the players. In the diagram, the positions numbered 1, 2, 3, 4, 5 are taken as the back-line positions of one player: and those numbered 56, 57, 58, 59, 60, as the back line positions of the other player.

The men.—Each set of men contains three classes of pieces, named flags, maces, lances, distinguished by their shapes or otherwise. The accompanying drawing (Fig. 2) represents convenient and appropriate pieces in which *a* represents the pieces called herein "flags" being five in number; *c* represents the pieces called herein "maces," being four in number; *b* represents the pieces called herein "lances," being three in number, and *d* represents the piece called herein "the bar" being one in number. I do not confine myself to any particular shape, style or designation of pieces, as pieces of any design or name may be used.

The flags.—Each player has five flags, and these occupy at the commencement of the game, the five back line positions of the player. The move of the flag is from the position occupied at any stage of the game to either of the two positions in front (rightwise or leftwise) toward the opponent's back line: *e. g.* the flag occupying 58 can move to 52 or 53; when on 53 it can move to 46 or 47; when occupying 39, "covers" the point, but can move to 31 only, &c.

The maces.—These are four in number in each set, and occupy at the commencement of play the extreme positions on the second and third row of positions from each player's back line, viz: in the diagram, 6, 11, 12, 18 for one player: 50, 55, 43, 49 for the other player. The move of a mace is from its position at any stage of the game to any adjacent posi-

tion: *e. g.* a mace of either player when on 41 can move to any one of the six positions 32, 33, 40, 42, 48, 49. When on a position adjacent to the point, *e. g.* on 30, it covers the point, and has only five possible moves.

The lances.—Each player has three lances, and they occupy at the commencement of the game positions in his third row of positions, one on the central position of this row, and one on each side of this: viz: in diagram, 15, 14, 16 for the player at the top of the board; and 46, 45, 47 for the player at the bottom of the board. The move of a lance is, from its position at any stage of the game, along a line between two positions adjacent to this position and to one another to the position next beyond; *e. g.* the lance on 47 can move to any one of the six positions 31, 38, 41, 52, 55, 59. It is to be observed that the three lances belonging to one set can only enter certain positions, and the positions, into which one can play, cannot be entered by the other two; thus the lance occupying 47 can only enter twenty-one positions, viz: 47, 59, 55, 41, 34, 25, 31, 16, 11, 4, 8, 1, 13, 22, 29, 19, 35, 44, 56, 52, 38. So the lance occupying 45 can enter twenty-one positions only. The two side lances cannot cover the point. The center lance of each set of three, on commencement of play, covers the point, and is distinguished as the Roy lance: it will be found that the Roy lance can enter eighteen positions only excluding the point. If desirable the board may be colored in three colors in accordance with these moves of the lances.

The bar.—If a player succeed in playing one of his flags into the central position of his opponent's back line of positions and the flag is not captured by one of the opponent's pieces, the player may as a subsequent move exchange the flag for a piece called the bar. The exchange is to count as a distinct move.

On the exchange being made, the bar may be placed on any vacant playing position on the board at the player's option: but where placed it remains during the rest of the game, its sole function being to bar or block the position it occupies, and that not only to the opponent but also to the player gaining it.

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

1. A game board hexagonal in form, divided into sixty-one positions, the central position being the point of attack and defense, substantially as described and shown.

2. A game board hexagonal in form, divided into sixty-one positions, each of the six sides having on it five positions, the central point being the position of attack and defense, and being a non-playing position, substantially as described and shown.

3. A game and apparatus consisting of a game board hexagonal in form, divided into sixty-one positions the central position being the point of attack and defense, and three sets of pieces for each player; one set consisting of five in number, one set of four and one set of three, substantially as and for the purposes described.

4. A game apparatus consisting of a game board hexagonal in form, divided into sixty-one positions the central position being the point of attack and defense, and three sets of pieces for each player; one set consisting of five in number, one set of four and one set of three, and one additional piece for each player, substantially as and for the purposes described.

HENRY WILLIAM CROOME SMITH.

Witnesses:

JESSIE VERNON HITCHINS,

HENRY LEE.