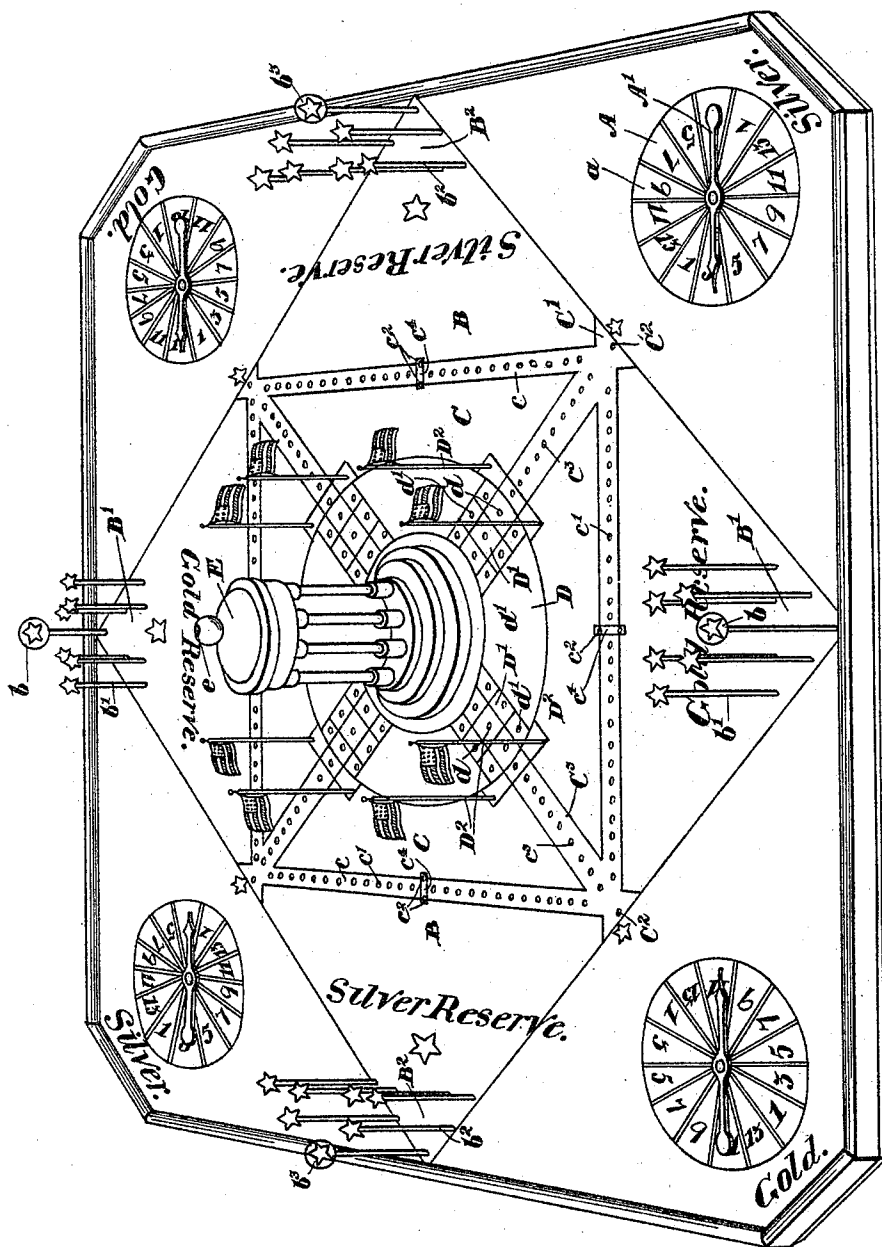


(No Model)

W. R. HARRISON.
GAME APPARATUS.

No. 585,312.

Patented June 29, 1897.



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WILLIAM RUFUS HARRISON, OF TORONTO, CANADA.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 585,312, dated June 29, 1897.

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To all whom it may concern:

Be it known that I, WILLIAM RUFUS HARRISON, of the city of Toronto, in the county of York, in the Province of Ontario, Canada, have invented a certain new and useful Improved Gold vs. Silver Game Apparatus, of which the following is a specification.

My invention relates to an improved game apparatus to play what I term the "silver vs. gold game;" and the object of the invention is to design an apparatus in which an interesting game may be played to reach a certain goal, which I term the "white house;" and it consists, essentially, in the peculiar arrangement and details of construction of the game-board and men, as hereinafter more particularly explained.

The drawing represents a perspective view of the game-board.

The object of the game is to reach the white house in the center of the board by what is technically termed "pegging," and the arrangement of the board is as follows: At each corner is marked out a circle A with sectorial spaces a , containing the numbers from "1" to "13" in such spaces. In the center of each of the circles A is pivoted a swinging pointer A'. The circles and pointers are arranged one for each player at the corners, as hereinbefore stated. Upon the diameters of the square board is constructed an inner square B, of which such diameters are the diagonals.

B' B² are a series of seven holes located at each side of the four corners of the square. The series of holes B' diagonally opposite to each other are those for the gold men, which are placed as indicated in the drawing and consist of pegs b' with star-shaped heads. The chief b , however, has a disk-shaped head with the star cut out of it. The stars and disks of the pegs b b' will be made of gilt, representing gold.

The series of holes B² diagonally opposite to each other are those for the silver men, which are placed as indicated in the drawing and consist of pegs b^2 with star-shaped heads. The chief b^3 , however, has a disk-shaped head with the star cut out of it. The stars and disks of the pegs b^2 b^3 will of course be made of silver gilt, representing silver.

These oppositely-set men b' and b^2 are the pairs of partners. Within the square B is located another square C, within which is placed a circle D, in the center of which is placed the white house E.

c is a pathway extending entirely around the square C and provided with holes c' in alinement. In the center of each side of the pathway are placed within a rectangle c^4 the two opposite holes c^2 , which I term a "blockade."

C' are angular extensions from the corner of the pathway c in which is placed the starting-hole C².

Extending diagonally inwardly from each of the corners of the squares C, I provide supplemental pathways C³, provided with holes c^3 , arranged in alinement. The pathway C³ extends to the circle D. At the inner end of the pathway and extending from the circumference of the circle to the base of the steps of the white house is marked what I term a "campus" D', which is divided into nine spaces, with a hole in the center of each space. The center three holes d are in alinement with the holes c^3 of the diagonal pathway C³. The side holes d' are located to each side of the holes d in their respective spaces. I also preferably provide flags D² at each side of the pathway outside the campus. In the top of the white house I provide a hole e , which is the goal that has to be reached by the chief or chiefs of a side in order that such side or players may win the game.

The rules for playing the game are as follows:

First. This game can be played by two or four persons. If four play, they must play as partners.

Second. To give a person the right to play first, the pointer or indicator in the corner circles is flipped around with the finger and the player obtaining the highest number plays first.

Third. To play, the pointer or indicator must register five or over, and the player may then take a star man from his reserve, placing it in the hole inside the corner space. The next player plays likewise, and so on in rotation.

Fourth. After any player has gained a start

by placing his man in the corner hole, then such player in his turn may again move a star peg or man to the right in the holes of the pathway as many holes as the pointer turned by him registers in his particular circle. He must not turn the indicator more than once. All star pegs or men may be thus moved from the reserve in regular order when the number registers five or over. The player may form a blockade by placing two star pegs or men in the rectangle containing the two holes and hold it until his leading star peg or man can advance no farther, when he is compelled to raise the blockade.

Sixth. Partners cannot combine and form a blockade.

Seventh. A star peg or man on being overtaken by an opponent who acquires the same hole is recalled and sent to the reserve and is then subject to rule 3. Any star peg or man may be moved, thus allowing partners to avoid acquiring the same hole. The chief must be the last man to leave the reserve.

Eighth. When the star pegs or men are recalled, the chief must not be again moved until all his star pegs or men have again preceded him. The chief, however, cannot be forced from the hole acquired by him by an opponent.

Ninth. A star peg or man must make a complete circuit of the pathway before taking the diagonal pathway or avenue to the white house, and all star pegs or men must precede the chief.

Tenth. Upon the star pegs or men having completed the circuit they must be moved up the avenue or diagonal pathway to the white house, the first taking a position in the first hole to the right inside the campus until three star men or pegs have been placed on each side of the continuation of the pathway or avenue extending through the campus. The chief follows as close as possible.

Eleventh. Should a partner have his six star pegs or men and his chief in their respective holes, he must wait until his partner has placed his six star men or pegs in position also, it only being required to place one chief on the white house. As soon as the twelve star pegs or men have been placed in their proper holes and a chief has been moved to a last hole in the avenue or pathway the number "1" must be registered in the corner registering-circle to entitle the player to win the game, which is announced by the victors placing one of their chiefs on the top of the white house. One chief, however, must get the number "1" before the game is won when partners are playing, but the partner chief must be in the last hole of the avenue. If one chief is in the last hole of the avenue which he has traversed and the other chief has not reached the last hole of the avenue which he is in, then such latter chief, if he makes the number equal to the number of holes he has traversed plus one, may take the

white house and the game would be won by such partners.

What I claim as my invention is—

1. A game apparatus comprising a board having a central square bounded by a pathway having a series of holes in alinement in such pathway, diagonal pathways leading from the bounding pathway provided with holes in alinement, an inner circle provided with a campus having the central holes in alinement with the diagonal pathway and side holes on each side and a central goal with a hole, and pegs representing the gold and silver men designed to be moved in such pathways according to prearranged numbers as and for the purpose specified.

2. A game apparatus comprising a board having a central square bounded by a pathway having a series of holes in alinement in such pathway, diagonal pathways leading from the bounding pathway provided with holes in alinement, an inner circle provided with a campus having the central holes in alinement with the diagonal pathway and side holes on each side and a central goal with a hole, holes at the corners of the diagonally-marked square and pegs to represent the gold and silver reserve men designed to stand in such holes for convenience in playing them as and for the purpose specified.

3. A game apparatus comprising a board having a central square bounded by a pathway having a series of holes in alinement in such pathway, diagonal pathways leading from the bounding pathway provided with holes in alinement, an inner circle provided with a campus having the central holes in alinement with the diagonal pathway and side holes on each side and a central goal with a hole, holes at the corners of the diagonally-marked square and pegs to represent the gold and silver reserve men designed to stand in such holes for convenience in playing them and a sectorially-divided circle at each corner with numbers in each sector and a pivoted pointer designed to be rotated so as to indicate one of the numbers when it stops as and for the purpose specified.

4. A game apparatus comprising a board having a central square bounded by a pathway having a series of holes in alinement in such pathway, diagonal pathways leading from the bounding pathway provided with holes in alinement, an inner circle provided with a campus having the central holes in alinement with the diagonal pathway and side holes on each side and a central goal with a hole, holes at the corners of the diagonally-marked square and a sectorially-divided circle at each corner with numbers in each sector and a pivoted pointer designed to be rotated so as to indicate one of the numbers when it stops as and for the purpose specified.

5. A game apparatus comprising a board having a central square bounded by a pathway having a series of holes in alinement in

such pathway, diagonal pathways leading from the bounding pathway provided with holes in alinement, a blockade in the center of the side portions of each pathway, an inner circle provided with a campus having the central holes in alinement with the diagonal pathway and side holes on each side and a central goal with a hole, and pegs represent-

ing the gold and silver men designed to be moved in such pathways according to predetermined numbers as and for the purpose specified.

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Witnesses:

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