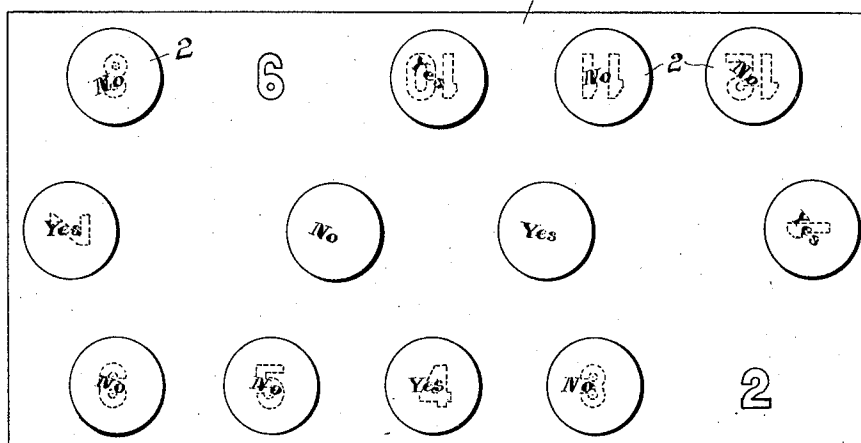
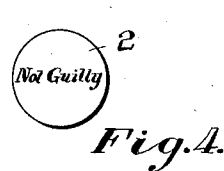
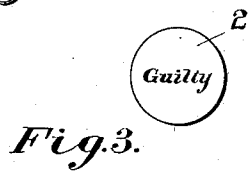
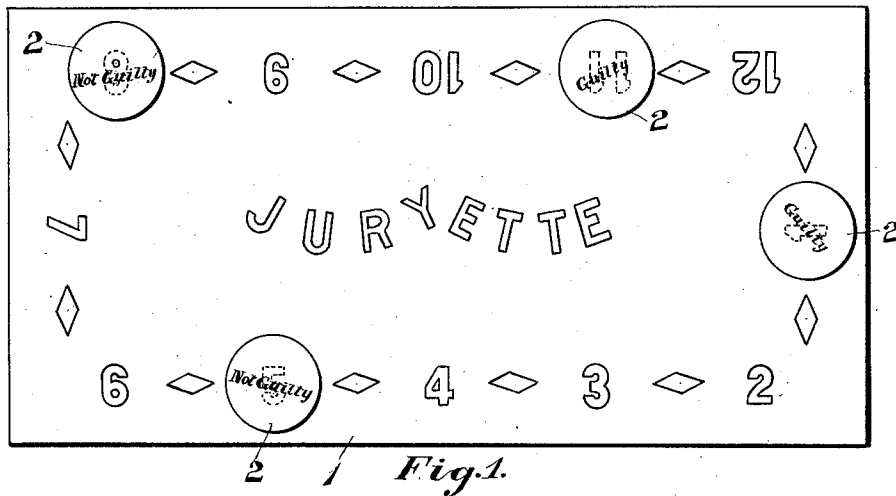


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 GAME APPARATUS.
 APPLICATION FILED APR. 11, 1911.

1,063,756.

Patented June 3, 1913.



Witnesses

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GAME APPARATUS.

1,063,756.

Specification of Letters Patent.

Patented June 3, 1913.

Application filed April 11, 1911. Serial No. 620,494.

To all whom it may concern:

Be it known that I, CHARLES S. WHEATLEY, a citizen of the United States, residing at Needham Heights, in the county of Norfolk and State of Massachusetts, have invented new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to improvements in game apparatus, the object of the invention being to provide an amusement device which may be positioned upon a table or the like and which embodies, in connection with a suitable board, "men" or "checks" having their faces printed or otherwise inscribed to designate negative replies or answers, the object of the game being to direct or move the "men" or "checks" so that all of the said men will be turned to have all of their faces show a like inscription.

In the accompanying drawings there has been illustrated a simple and preferred embodiment of the device, and in which:

Figure 1 is a top plan view of the board showing some of the "men" or "checks" positioned thereon; Fig. 2 is a longitudinal sectional view of the board; Fig. 3 is a view of one of the checks looking at one of the spaces thereof; Fig. 4 is a similar view looking at the opposite faces of the checks; Fig. 5 is a perspective view of a die which may be employed; Fig. 6 is a plan view of the board showing the position of the men thereon when the game is to be played without the use of the dice.

The purpose of the amusement device is to provide a game wherein two players or sides having or assuming different positions regarding a problem or question are pitted against each other with the object of having one of the players or sides brought over to agree with the opposing or negative position taken by the opposite players or sides. To accomplish this, I have provided a board 1 which is described adjacent its edges with spaced numerals, the same numbering from 1 to 12, inclusive. We will suppose that each of the twelve numerals designates a jurymen's seat, while the board itself may be supposed to represent the jury box, and that the issue of the game is to determine the innocence or guilt of a supposed culprit. The "men" or "checks," designated by the numerals 2, represent the jurymen. These checks have their opposite faces of a different coloring or inscription. One of the faces

of the "checks" is preferably inscribed with the word "Guilty," or "Yes." The opposite faces of the checks are preferably inscribed with the words "Not guilty" or "No." The "checks" or "men" are positioned within reach of the opposing players, and when the game is played with dice, one of the sides or players is permitted to roll the dice first, the second side or player is then permitted to roll the dice, and the player or side totaling the highest number is permitted to place one of his "men" upon one of the numbers or jury chairs on the board. The player, of course, places his "man" with its face upward to indicate his position in the decision, or whether the "prisoner" is "guilty" or "not guilty." The dice are thrown or rolled successively by each of the opposing sides until all of the jury seats are occupied. It is usual in such instances that there is a difference of opinion between the jurymen, or in other words, that the turned up faces of the "men" do not correspond. In this instance, the players resume the throwing of the dice and the one throwing the highest score is entitled to turn over one of the "men" upon the opposing sides. This is continued until one of the players or sides succeeds in turning over all of the opponent players' "men" so that the inscription of all of the faces of the "men" agree, when a decision of either "guilty" or "not guilty" is reached.

In Fig. 6 of the drawings, I have illustrated the manner of playing the game without the employment of the dice. In this instance the players of the opposing sides each receive six "men" which they alternately place upon the numbers or seats on the board. The "men" should be so placed as to prevent an opponent from "jumping," and the proper arrangement of the "men," with the above object in view renders the game a scientific problem. The player or side having a "go" or "turn," after the last "man" has been placed, to fill the twelve jury seats, is entitled to move two of the "men" to the center of the board, one of the said "men" belonging to the player and designating the position which he takes in the game, say, "guilty" or "yes" and one of his opponent's players which is, of course, inscribed with the words "Not guilty" or "No." This move is the only one in which a player can move a "man" belonging to the opposing side. This move is the main

one of the game as the "men" taken from the jury seats should be so selected as to force an opposing player to move his "man" where it can be jumped. Neither of the two "men" in the center may be moved back on a number or jury seat again until at least one play has been made along the numbers with one of the remaining ten upon the numbers or seats—then, (and also whenever impossible to play on the numbers) a player's own "man" may be moved from the center to a number, and any "man" may then be moved by its owner from numbers to center as a turn, (the latter provided an opponent's "man" is still in the center—if not, one of each are selected and moved as heretofore stated), but never can more than one of each be off the chairs or numbers and in the center at one time. The "man" jumped by one side or player is turned over to agree with the position taken by the player, and this is continued until one of the players blocks the move of his opponent,

when the said player is permitted to turn all of his opponent's "men" to agree with his own, thus the "jurymen" are supposed to be all of the same opinion and the verdict is reached.

Having thus described the invention, what is claimed is:

A game apparatus consisting of a board provided with consecutively arranged numbers from 1 to 12 inclusive designating jurymen, and a plurality of checks having indicia of "Yes" on one side and indicia of "No" on the opposite side and adapted to be placed in position on the board to cover the numerals thereon with either side in uppermost position to have positive and negative verdict indicating values.

In testimony whereof I affix my signature in presence of two witnesses.

CHARLES S. WHEATLEY.

Witnesses:

WM. E. SNOW,
F. E. WINSLOW.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."