

(No Model.)

G. E. SOVEREIGN.
GAME APPARATUS.

No. 498,451.

Patented May 30, 1893.

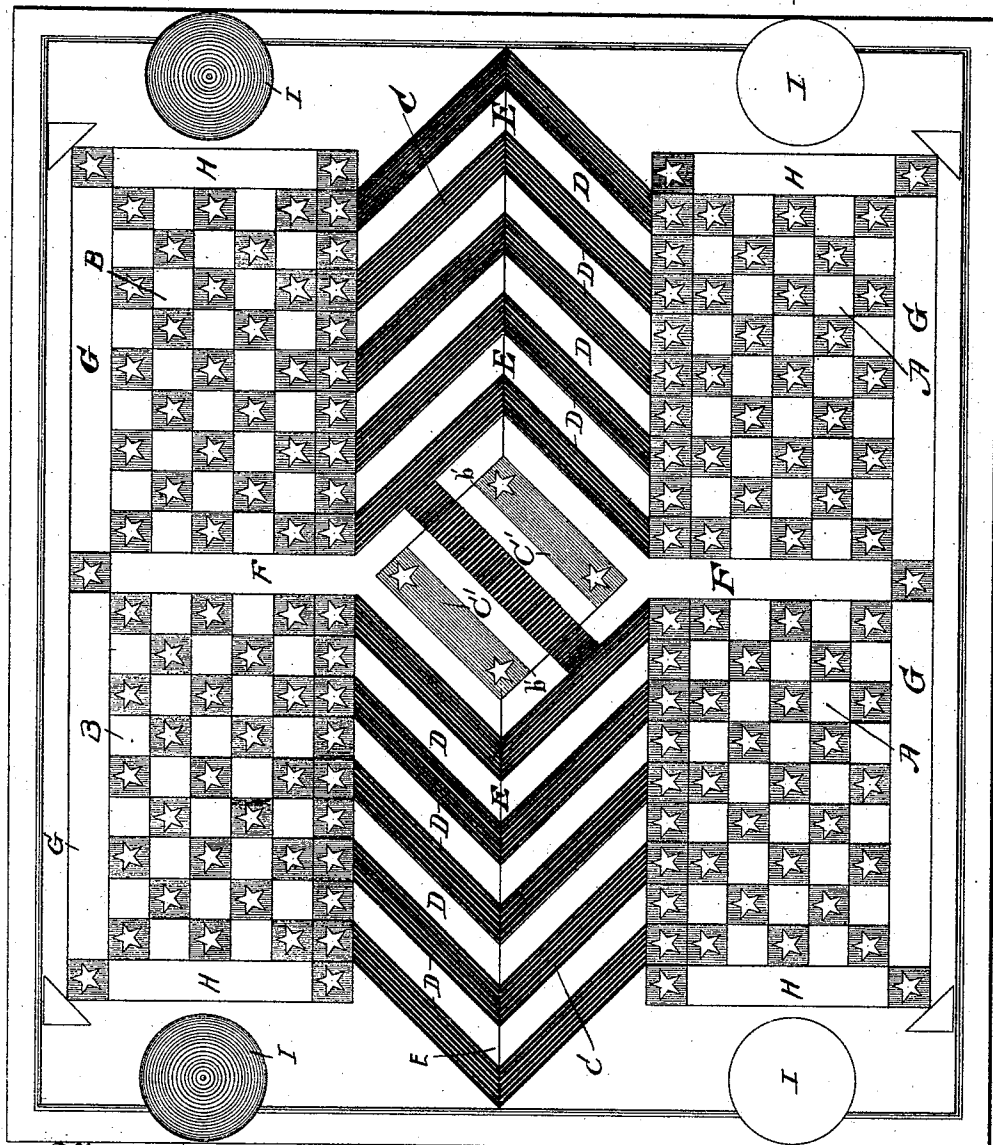


Fig. 1.

Witnesses

Inventor.

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UNITED STATES PATENT OFFICE.

GEORGE E. SOVEREIGN, OF POTTERSVILLE, NEW JERSEY.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 498,451, dated May 30, 1893.

Application filed July 1, 1892. Serial No. 438,661. (No model.)

To all whom it may concern:

Be it known that I, GEORGE E. SOVEREIGN, a citizen of the United States, residing at Pot-
tersville, in the county of Hunterdon and
5 State of New Jersey, have invented certain
new and useful Improvements in Game Ap-
paratus; and I do hereby declare the following
to be a full, clear, and exact description of the
invention, such as will enable others skilled in
10 the art to which it appertains to make and use
the same, reference being had to the accompa-
nying drawings, and to letters of reference
marked thereon, which form a part of this
specification.

15 The object of this invention is to provide an
amusing, instructive and entertaining game
and at a comparatively small cost.

The invention consists in the improved game
apparatus and in the arrangement, combina-
20 tion and manipulation of the several parts
thereof, as herein set forth and finally pointed
out in the claim.

Referring to the accompanying drawings,
in which similar letters of reference indicate
25 corresponding parts in each of the figures
where they occur, Figure 1, represents a plan
view of the game board; and Figs. 2 and 3
represent ornamental blocks or figures de-
signed to be employed in playing the game.

30 In said drawings A, A, and B, B, indicate
battle fields each of which is divided into a
series of squares or spaces denoted by stars,
upon which the opposing forces or men (the
blue and the gray), are placed, as in line of
35 battle. The center *b'* of the broad space *C*
between the opposing forces, is designed to
be occupied by the generals or commanders
as their headquarters their several stations or
tents being denoted also by stars at each cor-
40 ner or angle of the center square or space *C'*.
The remainder of the broad space is traversed
obliquely by roads, *D*, from each battle field,
which converge at the safety line *E*, at the
center. Roads *F*, *G*, and *H* are also laid out
45 between at the rear and at each side or flank,
of the two regiments respectively on each side.
At the flanks of the two armies are prisons or
hospitals, indicated by *I*.

50 The game is played as follows, to wit:—The
battle field on one side is occupied by the
boys in blue, and on the other by the boys

in gray, the generals respectively occupying
their headquarters at the center, and the men
or privates the two rear rows of stars on each
side. The players, of whom there may be two 55
or four, move the men on the opposing sides,
one at a time, alternately, toward each other,
from star to star diagonally, until the front
line or row of stars is reached whereon they
can be moved side wise in either direction, if 60
there are no men in the way, and from whence
the enemy's ranks or lines are reached by
moving through the oblique roads to and from
the safety line *E*. When a man is on the said
safety line he cannot be captured but, beyond 65
it, on either side is within the enemy's lines
and when there he is in danger of being cap-
tured if on a road leading directly to a star
or if on or beyond the front line of stars. If
a man is moved on the enemy's side so as to 70
avoid being captured and reach the enemy's
extreme rear the player takes two of the ene-
my prisoners but the man in the rear is of
no further use and so remains until the game
is finished. The generals *I* can be brought 75
into engagement at any stage of the game by
moving them, one at a time, to the safety line,
thence through the road leading to the first
star, thence in either direction to any star not
occupied by your own man and assist in the 80
capture of any of the enemy who may be
found on a star in your path. The generals
can be moved in any direction, passing to the
enemy's side in same manner as privates. 85
When four play each is entitled to move one
general and the men in one division or regi-
ment. In moving the player captures a man
or men of the enemy who is found in the way
of the man or general he is moving, and places
him or them in the prison or in the rear until 90
the game is ended. When all the men and
one general on one side are taken prisoners
a game is finished, the remaining general sur-
rendering. The men upon one side are de-
signed to be blue and those on the other gray 95
and may be of any desired shape the generals
being further distinguished by size, badges
or marks to indicate their rank. The stars,
which may be understood to indicate States,
and the roads, &c., may also be in contrast- 100
ing colors so as to be easily distinguished.

The manner of playing the game may be

varied from that herein given, if desired, as may be agreed upon by the players before the play is commenced.

5 Having thus described my invention, what I claim as new, and wish to secure by Letters Patent of the United States, is—

10 The herein described game consisting of a board or chart having two battle fields upon each side thereof divided into spaces, a portion of which spaces is distinguished by stars or other arbitrary characters, blank spaces between and at the rear and sides of the said fields to represent roads, a broad space across the middle of the board between the fields,
15 the broad space being provided with a square at the center and with characters to represent

the headquarters of the officers, and a central line upon each side of the square to represent the safety line, said broad space being further provided with diagonal lines crossing the space to represent roads and converging at the safety line, characters at the flanks of the two battle fields upon each side to represent prisons or hospitals, substantially as set forth.

In testimony that I claim the foregoing I have hereunto set my hand this 17th day of June, 1892.

GEORGE E. SOVEREIGN.

Witnesses:

OLIVER DRAKE,
OSCAR A. MICHEL.