

H. V. ROBINSON.
 GAME APPARATUS.
 APPLICATION FILED JAN. 24, 1912.

1,022,876.

Patented Apr. 9, 1912.

FIG. 1

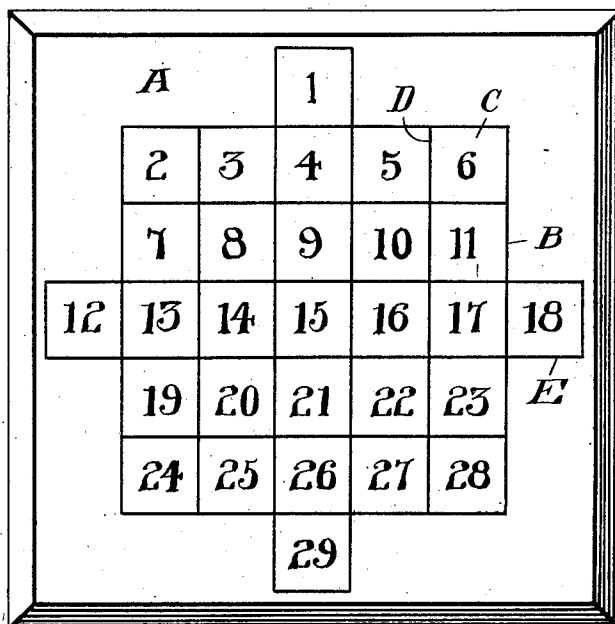
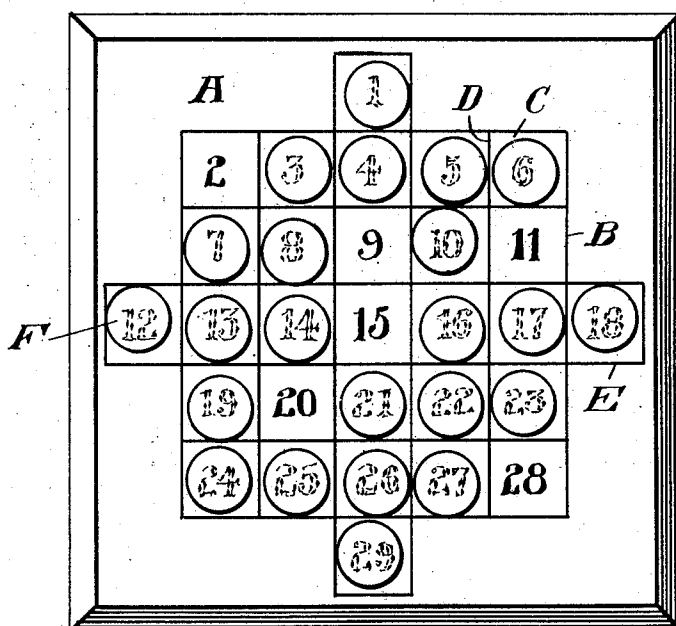


FIG. 2



WITNESSES:

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

1,022,876.

Specification of Letters Patent.

Patented Apr. 9, 1912.

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To all whom it may concern:

Be it known that I, HARRY V. ROBINSON, a citizen of the United States of America, residing at Pittsburgh, in the county of Allegheny and State of Pennsylvania, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification, reference being had therein to the accompanying drawing.

This invention relates to a game apparatus, and my invention aims to provide an apparatus that will afford considerable amusement and require considerable skill to solve, the game apparatus being in the form of a puzzle that can be solved only by repeated attempts or by a person familiar with the same.

The invention further aims to provide a game apparatus that is simple in construction, durable and highly efficient for the purposes for which it is intended.

The invention still further aims to accomplish the above results by a mechanical construction that will be hereinafter specifically described and then claimed.

Reference will now be had to the drawing, wherein:—

Figure 1 is a plan of the game board, and Fig. 2 is a similar view showing the pawns upon the board.

The reference character A denotes a board or plate, rectangular in plan, said board or plate having printed or otherwise marked thereon a large square B that is divided into small squares C by intersecting lines D. The large square B contains twenty-five small squares and in addition to these squares there is a small square E at each side of the large square B, the small squares E being arranged intermediate the sides of the large square. All of the small squares are designated by numerals 1 to 29 inclusive printed or otherwise marked in each small square, as shown in Fig. 1.

In connection with the board or plate

there are used twenty-three pawns F similar to checkers, said pawns being preferably made of a transparent material, as celluloid, whereby the numbers can be observed upon the board or plate. The twenty-three pawns are placed upon the small squares with the squares 2, 9, 11, 15, 20, and 28 left blank.

The object of the game or puzzle is to jump the pawns, it being a rule of the game that the first and last move or jump must be in the square 15.

The game or puzzle can be solved by following the following directions, it being understood that the pawn jumped over by another pawn is removed. The first jump is the pawn on square 17 to square 15, removing the pawn on square 16, and the other jumps can be briefly stated as follows:—1 to 9, 9 to 11, 13 to 2, 2 to 4, 21 to 9, 4 to 15, 29 to 21, 15 to 26, 26 to 28, 28 to 17, 18 to 16, 6 to 17, 22 to 10, 5 to 16, 17 to 15, 8 to 20, 25 to 14, 15 to 13, 12 to 14, 24 to 13, and 13 to 15.

What I claim is:—

A game apparatus comprising a board rectangular in plan and having printed or otherwise marked thereon a large square divided into twenty-five small squares, said board having printed or otherwise marked thereon a small square at each side of said large square and intermediate the sides thereof, all of said squares being numbered 1 to 29 inclusive, and twenty-three pawns adapted to be placed upon said squares with the squares 2, 9, 11, 15, 20, and 28 left blank, whereby the pawns can be jumped and eventually removed with one pawn left in the square 15.

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

HARRY V. ROBINSON.

Witnesses:

KARL H. BUTLER,
CHRISTINA T. HOOD.